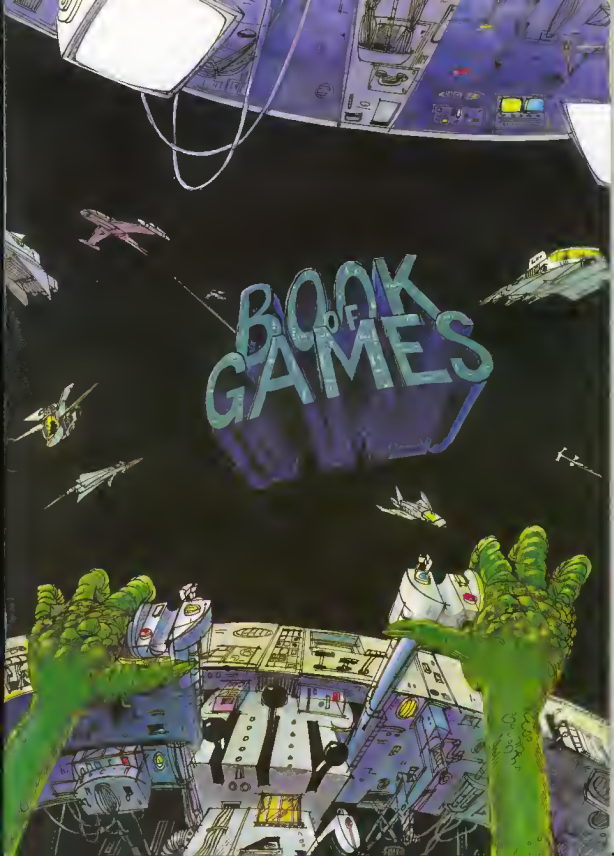


# BOOK OF GAMES



# THE BOOK OF GAMES CONTENTS

February  
1984

**W**elcome to C&VG's Book of Games! When we brought you the original Book of Games, featured in last year's February issue, it proved so popular that we almost ran out of magazines. You obviously liked it — so we decided to bring you the pick of the games programs again this year. Inside you'll find all manner of weird and wonderful creatures which will take you on exciting journeys into worlds beyond your imagination!

All that and we've got prizes in store for you too! If you see the special C & VG's Competition Star at the top of the page then you'll know that the listing below it qualifies for our Book of Games Hi-Score Competition.

We've dipped into our software file and come up with top games tapes for the top five scorers on each of our selected listings. All you have to do is fill in the Book of Games Hi-Score coupon below, get somebody to witness it for you and send it to, Book of Games Hi-Scores, Computer and Video Games, Durrant House, 8 Herbal Hill, London EC1R 5EJ. Closing date for the competition is February 16th so hurry and get those entries in!

If you can manage to get us a screen shot to prove your hi-scoring activities that could help your chances too. We're afraid we can only accept one entry per coupon — so choose the game that you're best at!

We hope you'll enjoy playing the games we've chosen for you, but remember if you have any problems with listings in this Book of Games then contact the C & VG Bughunter at the above address and he'll attempt to help you out. But for now — play on!

## BOOK OF GAMES HI-SCORES

Name .....

Address .....

Game ..... Score .....

Witness's signature .....

## CHOPPER CHASE ..... 3

Can you drop vital supplies to troops in the battlezone without getting zapped by the horrible homing missiles? A 1k wonder for the ZX81

## FOUR IN A LINE ..... 4

Try making the right connection on your Texas TI 99/4a in this version of the popular board game

## ESCAPE ..... 5

If you are too greedy you'll never get out of the money maze — but if you're quick enough you could make some extra cash on your way to the exit! Test your nerve on the ZX81

## TARGET ..... 10

When they asked me if I was good with a bow and arrow I didn't think I'd end up bouncing around on a trampoline! You are quite welcome to take my place — if you've got an Atari 400/800 that is

## BATTLE ..... 12

Venture into a world of wicked wizards, scheming Kings and cunning jesters in this battle of wits for two players and a Spectrum

## CAVERN RAIDER ..... 15

You have invaded the secret underground headquarters of a nasty bunch of evil aliens. Can you clear the cavern and survive? Space action on the Sharp MZ80K

## BLACKPOOL TOWER ..... 17

The strangest adventures start in the most ordinary places — this one begins in your bedroom! Alternative adventuring on an Orc-1

## FRONT GUNNER ..... 21

Patrolling the outer limits of Federation space, your battle cruiser is attacked by waves of creatures from beyond the galaxy. Can you defend your ship? Fast and furious fun on the Electron

## ZOMBIES ..... 24

Are you cunning enough to outwit the hordes of evil Zombies out for your blood? Find out on your Vic-20.

## METEOR ATTACK ..... 26

A bunch of unfriendly aliens have constructed a space platform in orbit around the Earth and they are dropping giant meteors on the planet! Stop them indulging in this anti-social habit with your Texas TI 99/4a

## FROGGA ..... 27

What Book of Games would be complete without our little green pal? Help Frogga reach his home on your ZX81.

## SNAKES ..... 30

You have to be a really slippery customer to master Sid the Snake. Are you up to it? Practice your scales on the Commodore 64

## CAVERN BLAST ..... 32

Meanwhile back in space — those aliens are up to their old tricks again. They have discovered your underground lair and want to wipe it out. Beat all their attack with your Spectrum

## MILLIMAN ..... 34

Who wants to be a millionaire? You all do! And now here's your chance. Max the Milliman will help you make a mint on your Spectrum.

## WUMPUS ..... 37

The Wumpus is a much sought after creature — even though it smells awful! Hunt it down on your Vic-20

## PSYCHO-CIRCUIT ..... 43

Rev up your Atari for an attack on the world speed record. But watch out for the rocks!

## SHUTTLE ..... 46

Can you carry vital supplies to the exploration team on a barren planet before their time runs out? Fly to the stars on your BBC B

## SIMON ..... 47

Can you keep up with your computer? Find out with this game and your BBC B

## REACT ..... 48

The nuclear reactor is going critical and only you can stop it! Only you and your Texas TI 99/4a that is

## CIRCUS ..... 50

Welcome to the Big Top. We've got a great competition for you. Can you beat the bouncing balls and the clock? Roll up all you Dragon owners!



You are a helicopter pilot in the thick of the action during a military exercise. Your job is to deliver vital supplies to a regiment behind enemy lines. You must drop the supplies bang on target otherwise the enemy will rush out and grab them. Each flight you make is worth ten points. The enemy has a heat-seeking missile which could cause you a few problems — unless you manage to avoid it. You must not fly too low as the chopper will crash. If you go off the screen, the mission is over. How many successful flights can you make? Remember, if you are among the top five scorers on this game you'll be on line for a prize in our grand Book of Games top scores competition. All you have to do is cut out the coupon on the contents page, fill in your score and get it witnessed and then send it in to us at C & VG. If you win, we'll send you some games tapes for your ZX81. Happy landings!

```

100 PAUSE 200
110 LET S=0
120 LET A=INT (RND*10)*2
130 LET B=1
140 LET C=B
150 LET D=A
160 PRINT AT A,B,"---"
170 PRINT AT A+1,B-1,"---"
180 PRINT AT A+2,B-1,"---"
190 PRINT AT C,D,"X"
200 PRINT AT C,D,"X"
210 PRINT AT C,D,"X"
220 IF A=16 AND B=15 THEN LET S
230 IF A=C AND B=D THEN GOTO 28
240 IF A=C AND S=D THEN PRINT S
250 IF A=22 THEN STOP
260 PRINT AT 20,15,"+"
270 LET B=B+2*(INKEY$="B")-2*(I
280 INKEY$="5")
290 LET A=A+2*(INKEY$="5")-2*(I
300 INKEY$="7")
310 IF C<A THEN LET C=C+1
320 IF C>A THEN LET C=C-1
330 IF C=A THEN LET C=C-1
340 IF D>B THEN LET D=D-1
350 IF D<B THEN LET D=D+1
360 CLS
370 IF A=22 THEN GOTO 270
380 GOTO 70
390 PRINT AT A+1,B-1,"++++"
400 GOTO 140

```

# GAME: FOUR IN A LINE

AUTHORS: ANDREW WHITWORTH & STUART BUNT

RUNS ON: A TEXAS T.1/99.

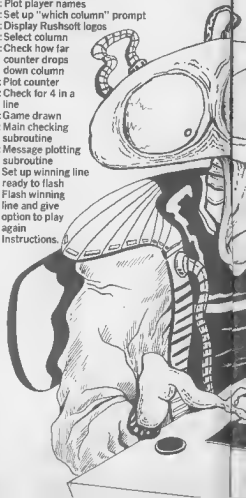
```
210 CALL CLEAR
220 FOR CH=96 TO 128 STEP 8
230 CALL CHAR(CH,"FFF8E0C0C08080
80")
240 CALL CHAP(CH+1,"FF1F07030301
0101")
250 CALL CHAR(CH+2,"808080C0C0E0
F8FF")
260 CALL CHAR(CH+3,"010101030307
1FFF")
270 NEXT CH
280 CALL CHAR(42,"3C7EFFFFFFF7E
3C")
290 CALL CHAR(64,"FFFF00FF00FFFF
00")
300 CALL CHAP(100,"FC828282FC908
884")
310 CALL CHAP(101,"FC8080FC04040
4FC")
320 CALL CHAR(136,"3C7EFFFFFFF7E
3C")
330 PRINT "oooooooooooooooooooo
oooooooo
DO YOU WANT INSTRUCTIONS?"
340 PRINT " (Y/N)

oooooooooooooooooooooooooooo
350 PRINT ":::::
360 CALL KEY(0,K,ST)
370 IF ST=0 THEN 360
380 IF (K=89)+(K=121) THEN 1890
390 IF (K=78)+(K=110) THEN 400 EL
SE 360
400 FOR INP=1 TO 2
410 CALL CLEAR
420 PRINT " NAME OF PLAYER:";INF
: " MAX 10 CHARS "
430 INPUT "":NS(INP)
440 IF LEN(NS(INP))>10 THEN 410
450 NEXT INP
460 CALL CLEAR
470 CALL SCREEN(16)
480 CALL COLOR(2,7,1)
490 CALL COLOR(9,5,1)
500 CALL COLOR(10,5,7)
510 CALL COLOR(11,5,4)
520 CALL COLOR(14,4,1)
530 FOR ROW=6 TO 16 STEP 2
540 FOR COL=9 TO 21 STEP 2
550 CALL HCHAR(ROW,COL+1,97)
560 CALL HCHAR(ROW,COL+1,96)
570 CALL HCHAR(ROW+1,COL,98)
580 CALL HCHAR(ROW+1,COL+1,99)
590 NEXT COL
```

This is a version of the well known Connect Four board game for two players. All the rules are included in the listing and will tell you everything you need to know about playing the game. But remember, when the computer asks you "which column", you press the key which corresponds to the column in which you want your counter to be placed. To place your counter in column three, simply press key three — and so on.

## PROGRAM NOTES:

- | Lines      | Function   |
|------------|--|
| 210:       | Clear screen   |
| 220- 270:  | Define board characters  |
| 280- 320:  | Define extra characters  |
| 330- 390:  | Instructions option  |
| 400- 450:  | Input names of players   |
| 460- 470:  | Clear screen and set to white  |
| 480- 520:  | Define graphic colours   |
| 530- 600:  | Plot board   |
| 610- 660:  | Dimension board away, put zero in each position to represent no piece present. |
| 670- 690:  | Plot column numbers  |
| 700- 740:  | Plot player names  |
| 750- 780:  | Set up "which column" prompt   |
| 790- 800:  | Display Rushsoft logos   |
| 810- 920:  | Select column  |
| 930- 960:  | Check how far counter drops down column  |
| 970-1050:  | Plot counter   |
| 1060-1190: | Check for 4 in a line  |
| 1200-1260: | Game drawn   |
| 1270-1430: | Main checking subroutine   |
| 1440-1540: | Message plotting subroutine  |
| 1550-1690: | Set up winning line ready to flash   |
| 1770-1880: | Flash winning line and give option to play again                               |
| 1890-2000: | Instructions.  |



```

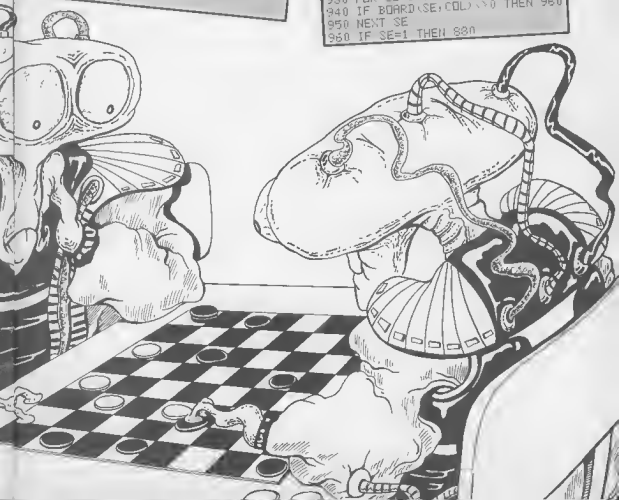
600 NEXT ROW
610 DIM BOARD(6,7)
620 FOR R=1 TO 6
630 FOR C=1 TO 7
640 BOARD(P,C)=0
650 NEXT C
660 NEXT R
670 FOR NM=1 TO 7
680 CALL HCHAR(18,8+NM*2,48+NM)
690 NEXT NM
700 L=13-LEN(NS(1))
710 ME$=NS(1); "-"&CHR$(42)&" "
720 FOR P=2
730 COP=L
740 GOSUB 1440
750 ME$="WHICH COLUMN - "
760 FOR P=22

```

```

770 COP=3
780 GOSUB 1440
790 CALL HCHAR(10,28,100)
800 CALL HCHAR(10,29,101)
810 FOR MAIN=1 TO 21
820 FOR PL=1 TO 2
830 ME$=NS(PL)
840 ROP=22
850 COP=18
860 CALL HCHAR(22,18,32,10)
870 GOSUB 1440
880 CALL KEY(0,K,ST)
890 IF ST=0 THEN 880
900 CALL SOUND(100,1000,0)
910 IF (K/49)+(K/55) THEN 880
920 COL=K-48
930 FOR SE=1 TO 6
940 IF BOARD(SE,COL) > 0 THEN 960
950 NEXT SE
960 IF SE=1 THEN 880

```



```

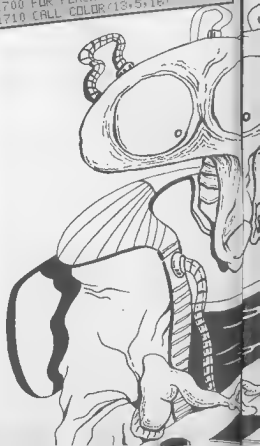
970 CHA=96+8*PL
980 R=4+(SE-1)*2
990 C=COL*2+7
1000 CALL HCHAR(R,C,CHA)
1010 CALL HCHAR(R,C+1,CHA+1)
1020 CALL HCHAR(R+1,C,CHA+2)
1030 CALL HCHAR(R+1,C+1,CHA+3)
1040 V=SE-1
1050 BOARD(V,COL)=PL
1060 X=1
1070 Y=1
1080 GOSUB 1270
1090 X=0
1100 Y=1
1110 GOSUB 1270
1120 Y=0
1130 X=1
1140 GOSUB 1270
1150 Y=-1
1160 X=1
1170 GOSUB 1270
1180 NEXT PL
1190 NEXT MAIN
1200 MES="  GAME DRAWN: PRESS A
NY KEY TO PLAY AGAIN"
1210 POP=22
1220 COP=2
1230 CALL HCHAR(22,1,32,32)
1240 GOSUB 1440
1250 CLR=1
1260 GOTO 1850
1270 FL=0
1280 FOR RE=1 TO 2
1290 STX=COL
1300 STY=V
1310 FOR S=1 TO 4
1320 STY=STY+Y
1330 STX=STX+X
1340 IF (STX>7)+(STX<1) THEN 1400
1350 IF (STY>6)+(STY<1) THEN 1400
1360 IF BOARD(STY,STX) = PL THEN
1400
1370 FL=FL+1
1380 IF FL=3 THEN 1550
1390 NEXT S
1400 X=-X
1410 Y=-Y
1420 NEXT RE
1430 RETURN
1440 OLD COP=COP
1450 FOR PLOT=1 TO LEN(MES)
1460 K=ASC(SEG$(MES,PLOT,1))
1470 IF K<59 THEN 1510
1480 ROP=ROP+1

```

```

1490 COP=OLD COP
1500 GOTO 1530
1510 CALL HCHAR(ROP,COP,K)
1520 COP=COP+1
1530 NEXT PLOT
1540 RETURN
1550 IF PL=1 THEN 1580
1560 CLR=4
1570 GOTO 1590
1580 CLR=7
1590 CALL COLOR(13,5,CLR)
1600 FOR REP=1 TO 4
1610 C=7+STX*2
1620 R=4+STY*2
1630 CALL HCHAR(P,C,128)
1640 CALL HCHAR(R,C+1,129)
1650 CALL HCHAR(P+1,C,130)
1660 CALL HCHAR(R+1,C+1,131)
1670 STX=STX-X
1680 STY=STY-Y
1690 NEXT REP
1700 FOR FLASH=1 TO 20
1710 CALL COLOR(13,5,16)

```



```

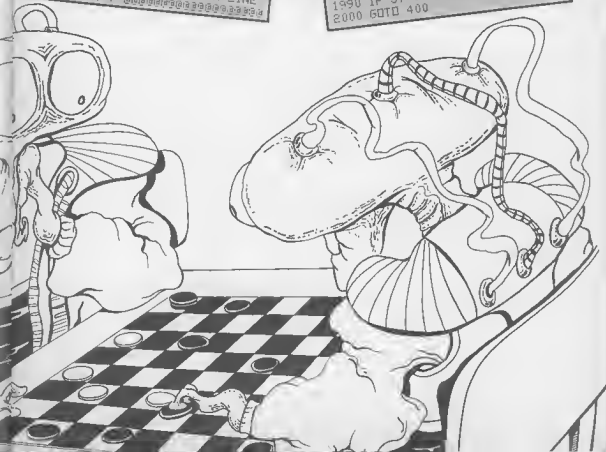
1720 CALL SOUND(100,330,0)
1730 CALL COLOR(13,5,CLR)
1740 CALL SOUND(100,660,0)
1750 NEXT FLASH
1760 ROP=22
1770 COP=3
1780 MES=NS(PL)&" IS THE WINNER:
PRESS ANY KEY TO PLAY AGAIN"
1790 CALL HCHAR(22,1,32,32)
1800 GOSUB 1440
1810 CALL COLOR(13,5,16)
1820 CALL SOUND(100,330,0)
1830 CALL COLOR(13,5,CLR)
1840 CALL SOUND(100,660,0)
1850 CALL KEY(0,K,S)
1860 IF S=0 THEN 1810
1870 CALL CLEAR
1880 GOTO 530
1890 CALL CLEAR
1900 PRINT "FOUR IN A LINE"
1910 PRINT "

```

```

@@@@@@@@@:
1920 PRINT : " THE SCREEN SET UP
SIMULATES A VERTICAL GAME BOARD W
HICH HAS SEVEN SLOTS AT THE TOP.
"
1930 PRINT " THE COUNTERS ARE DR
OPPED IN THE CHOSEN SLOTS AND COM
E TO REST WHEN THEY MEET EITHER"
1940 PRINT "ANOTHER COUNTER OR T
HE BASE OF THE BOARD."
1950 PRINT " THE WINNER IS THE F
IRST PLAYER TO COMPLETE A LIN
E OFFOUR EITHER HORIZONTALLY,"
1960 PRINT "VERTICALLY OR DIAGON
ALLY."
1970 PRINT : " (PRESS ANY KEY TO
START) " : "
@@@@@@@@@
1980 CALL KEY(0,K,ST)
1990 IF ST=0 THEN 1980
2000 GOTO 400

```



GAME: ESCAPE

AUTHOR: K THORN AND A WESTHEAD

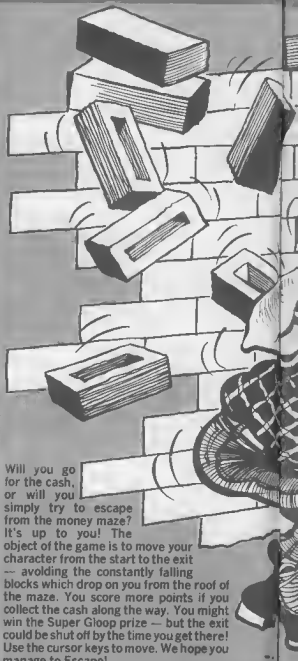
RUNS ON: A ZK81 IN 16K

00REM

000000

(C)1983 OERF SOFTWARE  
K.TNOAN RNO A.WESTHEAD

```
10 GOSUB 1100
20 FOR I=1 TO 10
30 LET H$(I)="O" OERF SOFTUA
RE
40 NEXT I
50 LET SC=0
60 LET LI=3
70 LET SR=1
80 FAST
90 CLS
100 LET R=1+PEEK 16396+256*PEEK
16397
110 LET NO=0
120 PRINT "O ERF"
130 PRINT AT 0,0,SC
140 PRINT AT 0,30,(" " AND LI=
3),(" " AND LI=2)
150 FOR I=1 TO 20
160 POKE (I+33)+A,8
170 POKE (I+33)+A+31,8
180 NEXT I
190 PRINT AT 21,0,"
200 FOR I=1 TO 100
210 LET K=INT (RND*724)+A
220 IF PEEK K<0 THEN GOTO 210
230 POKE K,0
240 NEXT I
250 FOR I=1 TO 10
260 LET K=INT (RND*724)+A
270 IF PEEK K<0 THEN GOTO 260
280 POKE K,13
290 NEXT I
300 PRINT AT 1,1,(" " AT 2,1:"
AT 3,1," " AT 10,28," "
AT 20,28," "
310 LET PQ=A+35
320 SLOW
330 PRINT AT 20,30,(" "
340 IF PEEK PQ<0 THEN GOTO 430
350 POKE PQ,139
360 LET P1=PQ
370 LET PQ=PQ+(INKEY$="8")-(INKEY$="5")+33 AND INKEY$="6")-(INKEY$="5")+33
380 LET J=INT (RND*659)+A+33
390 IF PEEK J=110 THEN GOTO 350
400 POKE J,8
410 POKE P1,0
420 GOTO 330
430 IF PEEK PQ<13 THEN GOTO 48
2
440 LET NO=NO+1
450 LET SC=SC+10
460 PRINT AT 0,0,SC
470 GOTO 350
480 IF PEEK PQ=8 THEN GOTO 540
490 IF PEEK PQ<173 THEN GOTO 5
40
500 FOR I=1 TO 20
510 PRINT AT I,1,("FANTASTIC")
520 NEXT I
530 GOTO 810
540 FOR I=1 TO 50
550 POKE PQ,6
560 POKE PQ,134
570 POKE PQ,0
580 NEXT I
590 LET LI=LI-1
600 IF LI=0 THEN GOTO 630
610 FOR I=1 TO 10
620 PRINT AT 0,22+LI," "
630 PRINT AT 0,22+LI,(" "
640 NEXT I
650 PRINT AT 0,22+LI,(" "
660 PRINT AT 21,7,"
```



Will you go for the cash, or will you simply try to escape from the money maze? It's up to you! The object of the game is to move your character from the start to the exit — avoiding the constantly falling blocks which drop on you from the roof of the maze. You score more points if you collect the cash along the way. You might win the Super Gloop prize — but the exit could be shut off by the time you get there! Use the cursor keys to move. We hope you manage to Escape!





```

670 GOTO 300
680 FOR I=1 TO 20
690 PRINT AT I,1,"
700 NEXT I
710 PRINT AT 21,7,"
720 IF SC>VAL HS(10) ( TO 5) THE
730 GOSUB 970
740 PRINT AT 2,12,"
750 FOR I=1 TO 10
760 PRINT AT I+5,4,I, TAB 7; HS(I)
770 NEXT I
780 PRINT AT 17,5,"ANY KEY FOR
A NEW GAME"
790 IF INKEY$="" THEN GOTO 790
800 GOTO 50
810 FOR I=1 TO 20
820 NEXT I
830 FOR I=1 TO 20
840 PRINT AT I,1,"
850 NEXT I
860 PRINT AT 5,2,"WELL DONE, YOU
HAVE CLEARED
870 PRINT AT 8,5,"SCREEN NUMBER
:5A
880 PRINT AT 10,10,"BONUS = ",5
A=10
890 IF NO=10 THEN GOSUB 940
900 LET SC=SC+15A*10!
910 LET SA=SA+1
920 PRUSE 300
930 GOTO 80
940 PRINT AT 12,4,"SUPER GLOOP
BONUS "100"
950 LET SC=SC+100
960 RETURN
970 PRINT AT 1,3,"HI-SCORE, TYPE
IN YOUR NAME"
980 INPUT N$
990 LET P=11
1000 FOR I=10 TO 1 STEP -1
1010 IF SC>VAL HS(I) ( TO 5) THEN
LET P=P-1
1020 NEXT I
1030 FOR I=9 TO P STEP -1
1040 LET HS(I+1)=HS(I)
1050 NEXT I
1060 LET HS(P) ( TO 5)=STR$ SC
1070 LET HS(P) (6 TO 1)=N$
1080 PRINT AT 1,1,"
1090 RETURN
1100 PRINT "
1110 PRINT "
1120 PRINT "
1130 PRINT " THE OBJECT OF TH
GAME IS TO "
1140 PRINT " MOVE YOUR CHARACT
FROM THE
1150 PRINT " START TO THE EX
IT "
1160 PRINT " THE BLOCKS CONST
ANTLY FALLING "
1170 PRINT " FROM THE ROOF, US
THE CURSOR "
1180 PRINT " KEYS TO MOVE, COLLE
THE CASH "
1190 PRINT " FOR MORE POINTS, GR
COULD GET "
1200 PRINT " YOU THE SUPER GLO
BONUS BUT "
1210 PRINT " THE EXIT MIGHT
SHUT OFF "
1220 PRINT " GOOD LUCK AND ANY
KEY TO BEGIN "
1230 DIM HS(10,20)
1240 IF INKEY$="" THEN GOTO 1250
1250 RETURN
1260 SAVE "ESCAPE"
1270 RUN

```

# **GAME: TARGET**

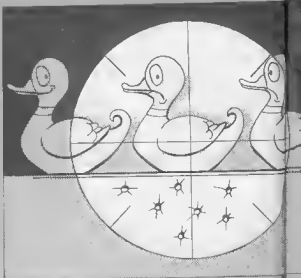
**AUTHOR: KENNETH WOODWARD**

**RUNS ON: AN ATARI 400/800 IN 16K JOYSTICK OR KEYBOARD**

Phew! When they asked me if I was any good with a bow and arrow I didn't think I would end up bouncing around on a trampoline. Well, you wouldn't would you! But that's just what I'm doing — bouncing up and down attempting to fire arrows at a target — and it's no easy task I can tell you! Once I've finished you are quite welcome to have a go. But I'd advise you to take a few seasick pills first!

The object of the game is to score as many points as possible by hitting the target with your arrows. You'll have to judge exactly the right moment to fire to get those big scores. You'll score 200 points if you hit the target's outer ring, 300 for the red ring, 100 for a hit on the inner ring and 500 for a bulls-eye. There are nine skill levels.

Amending lines 380 and 420 as below allows the keyboard space bar to fire missiles instead of the joystick button. 380/420: IF PEEK(764) = 33 THEN POKE 764, 255: POP: GOTO 460



```

10 REM *****TARGET*****
20 REM BY K.WOODWARD MARCH 1983
30 REM TEL: (0495) 215222
40 GRAPHICS 5:POKE 710,0:A=PEEK(560)+256
+PEEK(561):POKE A+6,6
50 IF PEEK(A)>266 THEN A=A+1:GOTO 50
60 POKE A,70:POKE A+3,6:POKE A+4,6:POKE
A+5,65:POKE A+6,PEEK(A+7):POKE A+7,PEEK(
A+8):REM CUSTOM SCREEN
70 POKE 87,1:POSITION 4,1:7 #6:"PLEASE W
AIT":FOR W=1 TO 500:NEXT W
80 POKE 559,0:REM SCREEN OFF
90 GOSUB 630:REM DRAW TARGET
100 GOSUB 1110:REM V BLANK+PLAYERS
110 HIGH=0:WHERE=53253
120 REM
130 HITCLR=53278:SHOTS=10:LEVEL=0:SCORE=
0
140 POKE 87,1:POSITION 2,1:7 #6:"select
level
150 POKE 704,216:POKE 705,0:REM PLAYER C
OL
160 POKE PLH,33:POKE PLH+1,15:POKE 53256
0:REM PLAYER HEIGHT
170 POKE PLX,194:POKE PLY,30:REM PLAYER
0 INITIAL POS
180 POKE PLX+1,194:POKE PLY+1,30:REM PLA
YER 1 INITIAL POS
190 IF LEVEL>9 THEN LEVEL=0
200 POKE 87,1:POSITION 17,1:7 #6:LEVEL
210 FOR W=1 TO 250:NEXT W
220 KEY=PEEK(53279):POKE KEY,8
230 IF KEY=3 THEN 1070:REM SHOW HIGH SCD
RE
240 IF KEY=6 THEN 280
250 SOUND 0,50,10,2:FOR W=1 TO 20:NEXT W
:SOUND 0,0,0,0

```

```

260 IF KEY=5 THEN LEVEL=LEVEL+1:SOUND 0,
20,10,0:FOR W=1 TO 5:NEXT W:SOUND 0,0,0,
0:GOTO 190
270 GOTO 220
280 TOTAL=0
290 ? "level=";LEVEL;" score=";SCORE
300 ? "shots=";SHOTS;" total=";TOTAL
310 ? "
320 REM MOVE BOTH PLAYERS +
321 REM IF STRIG(0)=0 OR PEEK(764)=33 TH
EN POKE 764,255:POP :GOTO 460
330 REM
340 M=INT(2*RND(0))+LEVEL+1
350 POKE 77,0
360 FOR MOVE=31 TO 140 STEP 11
370 POKE PLY,MOVE:POKE PLY+1,MOVE
380 IF STRIG(0)=0 THEN POP :GOTO 460
390 NEXT MOVE
400 M=INT(2*RND(0))+LEVEL+1
410 FOR MOVE=139 TO 30 STEP -11
420 IF STRIG(0)=0 THEN POP :GOTO 460
430 POKE PLY,MOVE:POKE PLY+1,MOVE
440 NEXT MOVE
450 GOTO 340
460 POKE 623,4:POKE 705,95:REM MISSILE F
IRED
470 FOR MISSILE=195 TO 55 STEP -4:POKE P
LY+1,MISSILE:POKE HITCLR,1:SOUND 0,4,0,2
:NEXT MISSILE:SOUND 0,0,0,0
480 FOR W=1 TO 3:SOUND 0,4,0,0,8:NEXT W:SD
UND 0,0,0,0:POKE 87,1:POSITION 2,1
490 IF PEEK(WHERE)=5 AND MOVE>56 AND MOV
E<98 THEN 1000:REM INNER RING
500 IF PEEK(WHERE)=7 THEN 800:REM BULLS
EYE
510 IF PEEK(WHERE)=4 OR PEEK(53253)=0 TH

```



# GAME: BATTLE

AUTHOR: JONATHAN VILLAS

RUNS ON: A SPECTRUM IN 16K

```

1 BORDER 7: PAPER 7: INK 0: C
2 PRINT AT 0,0: "STOP TAPE, P
3 PRESS ANY KEY. " PRUSE 0: C
4 LOAD
5 GO SUB 1000
20 BORDER 0: PAPER 0: INK 6: C
30 PRINT INK 7: PAPER 2: FLASH
1,AT 1,0: "START THE TAPE."
40 LOAD
1000 RESTORE 1000: FOR z=0 TO 7:
  READ a: POKE USR "a"+z,a: NEXT
  z: DATA 15,55,124,254,16,15,5
  FOR s=0 TO 9: FOR f=1 TO 6:
  CHR$ (144+f)+7,s: NEXT s: NEXT f
  1015 DATA 0,51,51,53,22,22,30,31
  0,0,0,0,102,102,255,0,204,204
  1020 DATA 219,219,255,223,255,22
  1025,223,153,255,255,231,195,19
  1030 DATA 219,219,255,251,255,25
  1035 DATA 0,16,16,186,238,214,17
  0,254,0,0,16,24,26,62,127,255,32
  1040 DATA 16,24,153,219,120,60,60
  1045 DATA 0,0,0,0,0,0,0,0,0,0,0
  1050 DATA 0,0,0,0,0,0,0,0,0,0,0
  1055 DATA 0,0,0,0,0,0,0,0,0,0,0
  1060 DATA 0,0,0,0,0,0,0,0,0,0,0
  1065 DATA 0,0,0,0,0,0,0,0,0,0,0
  1070 DATA 0,0,0,0,0,0,0,0,0,0,0
  1075 DATA 0,0,0,0,0,0,0,0,0,0,0
  1080 DATA 0,0,0,0,0,0,0,0,0,0,0
  1085 DATA 0,0,0,0,0,0,0,0,0,0,0
  1090 DATA 0,0,0,0,0,0,0,0,0,0,0
  1095 DATA 0,0,0,0,0,0,0,0,0,0,0
  1100 RETURN
  
```

## MOVEMENTS

North	King	Jester	Wizard
South	Kn	jn	wn
East	Ks	js	ws
West	Ke	je	we
	Kw	jw	ww

## MAIN VARIABLES:

- e, b: position of player 1's king
- c, d: position of player 1's wizard
- e, f: position of player 1's jester
- a1, b1: position of player 2's king
- c1, d1: position of player 2's wizard
- e1, f1: position of player 2's jester

The loader program sets up user-defined graphics.

## LOOPS:

- 130-198 — checks inputs
- 500-599 — spell throwing
- 700-810 — redraws scenery
- 2000-3000 — castle won!

```

OR 1 POKE 23809,50: RESTORE 1: F
  "z=0 TO 7: READ a: POKE USR "
  100,244,192,0: DATA 15,17,33,66,
  5 READ a39,d39,i39,i39: DAT
  10 INK 2: CLS
  20 BRIGHT 1: PRINT AT 5,10: IN
  30 PRINT AT 17,0: "
  40 PRINT AT 2,14: "
  50 PRINT AT 0,14: "
  60 PRINT AT 1,14: "
  70 PRINT AT 15,14: "
  80 PRINT AT 15,14: "
  90 PRINT AT 15,14: "
  100 PRINT AT 15,14: "
  110 PRINT AT 15,14: "
  120 PRINT AT 15,14: "
  130 PRINT AT 15,14: "
  140 PRINT AT 15,14: "
  150 PRINT AT 15,14: "
  160 PRINT AT 15,14: "
  170 PRINT AT 15,14: "
  180 PRINT AT 15,14: "
  190 PRINT AT 15,14: "
  200 PRINT AT 15,14: "
  210 PRINT AT 15,14: "
  220 PRINT AT 15,14: "
  230 PRINT AT 15,14: "
  240 PRINT AT 15,14: "
  250 PRINT AT 15,14: "
  260 PRINT AT 15,14: "
  270 PRINT AT 15,14: "
  280 PRINT AT 15,14: "
  290 PRINT AT 15,14: "
  300 PRINT AT 15,14: "
  310 PRINT AT 15,14: "
  320 PRINT AT 15,14: "
  330 PRINT AT 15,14: "
  340 PRINT AT 15,14: "
  350 PRINT AT 15,14: "
  360 PRINT AT 15,14: "
  370 PRINT AT 15,14: "
  380 PRINT AT 15,14: "
  390 PRINT AT 15,14: "
  400 PRINT AT 15,14: "
  410 PRINT AT 15,14: "
  420 PRINT AT 15,14: "
  430 PRINT AT 15,14: "
  440 PRINT AT 15,14: "
  450 PRINT AT 15,14: "
  460 PRINT AT 15,14: "
  470 PRINT AT 15,14: "
  480 PRINT AT 15,14: "
  490 PRINT AT 15,14: "
  500 PRINT AT 15,14: "
  510 PRINT AT 15,14: "
  520 PRINT AT 15,14: "
  530 PRINT AT 15,14: "
  540 PRINT AT 15,14: "
  550 PRINT AT 15,14: "
  560 PRINT AT 15,14: "
  570 PRINT AT 15,14: "
  580 PRINT AT 15,14: "
  590 PRINT AT 15,14: "
  600 PRINT AT 15,14: "
  610 PRINT AT 15,14: "
  620 PRINT AT 15,14: "
  630 PRINT AT 15,14: "
  640 PRINT AT 15,14: "
  650 PRINT AT 15,14: "
  660 PRINT AT 15,14: "
  670 PRINT AT 15,14: "
  680 PRINT AT 15,14: "
  690 PRINT AT 15,14: "
  700 PRINT AT 15,14: "
  710 PRINT AT 15,14: "
  720 PRINT AT 15,14: "
  730 PRINT AT 15,14: "
  740 PRINT AT 15,14: "
  750 PRINT AT 15,14: "
  760 PRINT AT 15,14: "
  770 PRINT AT 15,14: "
  780 PRINT AT 15,14: "
  790 PRINT AT 15,14: "
  800 PRINT AT 15,14: "
  810 PRINT AT 15,14: "
  820 PRINT AT 15,14: "
  830 PRINT AT 15,14: "
  840 PRINT AT 15,14: "
  850 PRINT AT 15,14: "
  860 PRINT AT 15,14: "
  870 PRINT AT 15,14: "
  880 PRINT AT 15,14: "
  890 PRINT AT 15,14: "
  900 PRINT AT 15,14: "
  910 PRINT AT 15,14: "
  920 PRINT AT 15,14: "
  930 PRINT AT 15,14: "
  940 PRINT AT 15,14: "
  950 PRINT AT 15,14: "
  960 PRINT AT 15,14: "
  970 PRINT AT 15,14: "
  980 PRINT AT 15,14: "
  990 PRINT AT 15,14: "
  
```

Venture into a world of wicked wizards, scheming kings and cunning jesters and win control of a castle!

This is a graphic strategy game for two players. The aim of the game is to gain control of your opponent's castle by moving your king to the opposite side of the screen and killing the enemy ruler. Your king has two helpers — his jester and his wizard.

The jester can kill a king with his dagger. He can pick up his dagger by standing next to it — on the right — end pressing the "p" key. He can then stab the king once he gets near enough and if you press the "s" key. He can also be made invisible by typing in "in". To make him visible again, you must type in "o" after entering the jester's direction — for example "ino".

The wizard can throw spells in any direction, as long as he is not directly facing anything, by typing in a direction end then "f" — for example, "wff" etc.

If his spell hits anything, that character will be frozen for a turn. This spell will also affect any character standing on a magical bridge — whether it hits them or not.

```

000 BEEP 1,30: GO SUB 2000: GO TO 3
130 BRIGHT 0: PRINT INK P+S: AT
10,0: "PLAYER: P: TO MOVE." IN
K 0: "WHAT IS YOUR MOVE?"
140 INPUT "MOVE?" S
150 IF LEN S=1 THEN GO TO 195
160 LET U=0: LET V=0. IF S(2)=
"n" THEN LET U=-1
171 IF S(2)="s" THEN LET U=1
172 IF S(2)="e" THEN LET V=-1
173 IF S(2)="w" THEN LET V=1
174 IF S(1)="s" THEN GO TO 200
175 IF S(1)="e" THEN GO TO 300
176 IF S(1)="w" THEN GO TO 400
177 IF S(1)="n" THEN GO TO 900
178 IF S(1)=" " THEN GO TO 100
195 IF S(1)="s" THEN
196 GO TO 130
200 IF P=1 AND ATTR (a,b) < 5 TH
EN PRINT AT a,b: INK 0: PRIN
T AT 19,0: "YOUR KING
IS FROZEN!!"
BEEP 1,-21: PRINT AT 19,0:
GO TO 130
210 IF P=2 AND ATTR (a1,b1) < 59
THEN PRINT AT a1,b1: INK 0:

```

```

PRINT AT 19,0: "YOUR KING IS FRO
ZEN!!": BEEP 1,-22: PRINT AT 19,
0:
217 INK 7: IF P=2 THEN GO TO 23
220 IF ATTR (a+u,b+v) < 1 AND RT
TR (a+u,b+v) < 2 AND RTTR (a+u,b+
v) < 7 AND ATTR (a+u,b+v) < 0 THEN
GO TO 500
225 GO TO 250
230 IF ATTR (a1+u,b1+v) < 1 AND
ATTR (a1+u,b1+v) < 2 AND RTTR (a1
+u,b1+v) < 7 AND RTTR (a1+u,b1+v)
< 0 THEN GO TO 500
250 IF P=1 THEN PRINT AT a,b:
LET a=a+u: LET b=b+v. LET P=2
GO TO 110
260 PRINT AT a1,b1: ": LET a1=
a1+u: LET b1=b1+v: LET P=1: GO T
O 110
300 IF P=1 AND RTTR (c,d) < 5 TH
EN PRINT AT c,d: INK 0: PRIN
T AT 19,0: "YOUR WIZARD IS FROZEN
!!": BEEP 1,-20: PRINT AT 19,0:
GO TO 130
305 IF P=2 AND ATTR (c1,d1) < 59
THEN PRINT AT c1,d1: INK 0:

```

```

PRINT AT 19,0;"YOUR WIZARD IS F
ROZEN!!"; BEEP 1,-10. PRINT AT 1
0,0;"
GO TO 130
300 INK 7: IF P=2 THEN GO TO 33
310 IF ATTA (C+U,D+V)<1 AND AT
TA (C+U,D+V)<2 AND ATTA (C+U,D+
V)<3 AND ATTA (C+U,D+V)<4 THEN
GO TO 500
320 IF LEN S=3 THEN GO TO 500
325 GO TO 350
330 IF ATTA (C+U,D+V)<1 AND
ATTA (C+U,D+V)<2 AND ATTA (C+
U,D+V)<3 AND ATTA (C+U,D+V)<4
340 THEN GO TO 500
345 IF LEN S=3 THEN GO TO 500
350 IF P=1 THEN PRINT AT C,D,
"LET C=C+U. LET D=D+V: LET P=2
GO TO 110
355 PRINT AT C1,D1;"LET C1=
C1+U: LET D1=D1+V: IF LEN S=2 T
HEN LET P=1: GO TO 110
370 IF LEN S=3 THEN GO TO 500
400 IF P=1 AND ATTA (C1,D1)>5 AN
D ATTA (C1,D1)>6 THEN PRINT AT C
1,D1,INK 0;"PRINT AT 19,0;"YO
UR JESTER IS FROZEN!!"; BEEP 1,-
12: PRINT AT 19,0;"
GO TO 130
405 IF P=2 AND ATTA (C1,D1)>52
AND ATTA (C1,D1)>54 THEN PRINT AT
C1,D1,INK 0;"PRINT AT 1
9,0;"YOUR JESTER IS FROZEN!!"; B
EEP 1,-14: PRINT AT 19,0;"
GO TO
130
400 INK 7: IF P=2 THEN GO TO 43
410 IF ATTA (C+U,F+V)<1 AND AT
TA (C+U,F+V)<2 AND ATTA (C+U,F+
V)<3 AND ATTA (C+U,F+V)<4 THEN
GO TO 500
415 IF LEN S=2 THEN GO TO 450
420 IF S(3)="-1" THEN LET INV=1
425 IF S(3)="-0" THEN LET INV=0
430 GO TO 450
435 IF ATTA (C1+U,F1+V)<1 AND
ATTA (C1+U,F1+V)<2 AND ATTA (C1
+U,F1+V)<3 AND ATTA (C1+U,F1+V)
<4 THEN GO TO 500
440 IF LEN S=2 THEN GO TO 450
445 IF S(3)="-1" THEN LET INV=
1
445 IF S(3)="-0" THEN LET INV=
0
450 IF P=1 THEN PRINT AT C,F;"
LET E=C+U: LET F=F+V: LET P=2
GO TO 110
455 PRINT AT C1,F1;"LET E1=
C1+U: LET F1=F1+V: LET P=1: GO T
O 110
500 IF P=2 THEN LET P=1: GO TO
510
510 LET P=2: IF V<0 THEN GO TO
520
520 IF U=-1 THEN FOR N=C-1 TO 0
STEP -1: PRINT AT N,D;"K": BEEP
.01,10: PRINT AT N,D;"K": INK 0;"
NEXT N
525 IF U=1 THEN FOR N=C+1 TO 16
STEP 1: PRINT AT N,D;"K": BEEP .01,10
530 IF V=-1 THEN FOR N=D-1 TO 0
STEP -1: PRINT AT C,N;"K": BEEP
.01,10: PRINT AT C,N;"K": INK 0;"
NEXT N
535 IF V=1 THEN FOR N=D+1 TO 30
STEP 1: PRINT AT C,N;"K": BEEP .01,10
540 GO SUB 700: GO TO 130
545 GO SUB 700: GO TO 130
550 INK 6: IF V<0 THEN GO TO 5
555 IF U=-1 THEN FOR N=C-1 TO
STEP -1: PRINT AT N,D;"K": BEEP
.01,10: PRINT AT N,D;"K": INK 0;"
NEXT N
560 IF U=1 THEN FOR N=C+1 TO 1
STEP 1: PRINT AT N,D;"K": BEEP .01,1

```

```

0: PRINT AT N,D1; INK 0;"
NEXT
N
565 IF V=-1 THEN FOR N=D-1 TO
STEP -1: PRINT AT C1,N;"K": BEEP
.01,10: PRINT AT C1,N;"K": INK 0;"
NEXT N
570 IF V=1 THEN FOR N=D+1 TO 3
STEP 1: PRINT AT C1,N;"K": BEEP .01,1
0: PRINT AT C1,N;"K": INK 0;"
NEXT
N
575 GO SUB 700: GO TO 130
580 IF P=1 THEN LET V=7: LET Z=
585 LET V=2: LET Z=7
590 PRINT AT 20,0; INK V: PAPER
Z;"YOU CAN MOVE THAT WAY!"; B
EEP 1,0: PRINT AT 20,0;"
GO TO
140
700 BRIGHT 1: FOR N=3 TO 16: PR
INT AT N,15; INK 1;"
NEXT N:
114:"
PRINT AT 2,14;"
BR
D:"
PRINT AT 0,15; INK 0;"BC
705 PRINT AT 7,15; INK 2;"==";
AT 14,15;"=="; RETURN
800 INK 0; BRIGHT 1: PRINT AT 0
0,"
PRINT AT 0,19;"
510 FOR N=1 TO 16: PRINT AT N,0
;"
AT N,31;"
NEXT N: RETURN
900 IF P=2 THEN GO TO 950
910 IF ATTA (C,F+1)<55 THEN PR
INT AT 19,0;"YOU HAVE TO STAND I
N THE LEFT OF THE RED DRAGON!"; B
EEP 2,-20: PRINT AT 19,0;"
GO TO
0.130
920 PRINT AT C,F+1; INK 0; BRIG
HT 0;"
PRINT AT 19,0; INK 2;"
YOU NOW HAVE THE RED DRAGON!"; B
EEP 1,25: PRINT AT 1
9,0;"
950 GO TO 130
955 IF ATTA (C1,F1-1)<71 THEN
PRINT AT 19,0; INK 5;"YOU HAVE T
O STAND ON THE RIGHT OF THE WHI
TE DRAGON!"; BEEP 2,-20: PRINT AT
19,0;"
GO TO 130
960 PRINT AT C1,F1-1; INK 0; BR
IGHT 0;"
PRINT AT 19,0; INK 7;"
YOU NOW HAVE THE WHITE DRAGON!";
LET D91=1: BEEP 1,25: PRINT
AT 19,0;"
GO TO 130
1000 IF P=2 THEN GO TO 1500
1005 IF D90=0 THEN GO TO 1500
1010 IF (C=E+1 AND F=B) OR (C=
E-1 AND F=B) OR (C=E+1 AND F=
B-1) OR (C=E-1 AND F=B+1) THEN LE
T B=30: GO TO 115
1010 GO TO 1700
1015 IF D91=0 THEN GO TO 1500
1020 IF (E=2+1 AND F=B) OR (E=
2-1 AND F=B) OR (E=1+1 AND F=B
-1) OR (E=1-1 AND F=B+1) THEN LE
T B=1: GO TO 120
1020 GO TO 1700
1030 PRINT AT 19,0;"YOU DON'T H
AVE THE DRAGON!"; BEEP 1,6,-20: P
RINT AT 19,0;"
GO TO 130
1700 PRINT AT 19,0;"THE KING IS
NOT NEAR YOU!"; BEEP 1,6,-30: P
RINT AT 19,0;"
GO TO 130
2000 FOR G=1 TO 3: FOR N=2 TO 5
STEP 1: PRINT AT N,3; INK 0;"
NEXT N: BEEP .3,30: INK
6;"BCD"; AT 1,1;"EFG"; RETURN
3000 INPUT "ANOTHER BATTLE? (Y/N)
"; S
IF S="Y" THEN CLS: RUN
3010 PRINT "BYE"
BEEP 1,20: STOP
GOOD

```



```

201 IFOB=1THENK$="#####"
210 IFOB=2THENK$="#####"
220 IFOB=3THENK$="#####"
230 IFOB=4THENK$="#####"
240 IFOB=5THENK$="#####"
250 IFOB=6THENK$="#####"
260 IFOB=7THENK$="#####"
270 IFOB=8THENK$="#####"
280 IF QB=9THENK$="#####"
290 RETURN
300 IFHS(20)>SCTHENRETURN
310 PRINT"YOU HAVE A HIGH SCORE!"
320 INPUT"ENTER YOUR NAME:";N$
330 N$=LEFT$(N$,6)
340 FORI=1TO20:IFHS(I)>SCTHEN360
350 FORJ=1TO10STEP-1:HS(J+1)=HS(J):HS$(J+1)=HS$(J):NEXTJ:HS(I)=SC:HS$(I)=N$
360 PRINT"HIGH SCORES:";FORI=1TO10
370 PRINTI;"TAB(4):HS(I):TAB(12):HS(I):TAB(20):I+10;"TAB(25);
380 NEXTI:USR(62)
390 HS=HS(1):D$=HS$(1)
400 PRINT"HIGH SCORES:";FORI=1TO10
410 PRINTI;"TAB(4):HS(I):TAB(12):HS(I):TAB(20):I+10;"TAB(25);
420 PRINTHS(1+10):TAB(33):HS$(1+10)
430 NEXTI:USR(62)
440 RETURN
450 DY
460 PRINT"FORAG=1TOS
470 PRINT"STOATSOFT UNLIMITED"
480 PRINT"
490 PRINT"
500 PRINT"
510 PRINT"
520 PRINT"
530 PRINT"
540 PRINT"
550 PRINT"
560 PRINT"
570 PRINT"
580 PRINT"
590 PRINT"
600 PRINT"
610 PRINT"
620 PRINT"
630 PRINT"
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830 PRINT"
840 PRINT"
850 PRINT"
860 PRINT"
870 PRINT"
880 PRINT"
890 PRINT"
900 PRINT"
910 PRINT"
920 PRINT"
930 PRINT"
940 PRINT"
950 PRINT"
960 PRINT"
970 PRINT"
980 PRINT"
990 PRINT"
1000 FORHJ=1TO200:NEXTHJ
1010 NEXTAG:OL=2000
1020 FORGGK=1TO20:HS(6GK)=OL:OL=OL-100:HS$(6GK)="*+---*":NEXTGGK
1030 RETURN
1040 Y=X+KIL
1050 FORLOO=1TO10
1060 MZ=PEEK(Y)
1070 IFPEEK(Y)=67THENPOKEY,208:USR(71):RETURN
1080 IFPEEK(Y)=199THENPOKEY,107:USR(71):USR(62):SC=SC+100:RETURN
1090 POKEY,88:POKEY,101:USR(68):POKEY,MZ:Y=Y+KIL:NEXTLOO
1100 X=40:Y=25
1110 DEF FNY(Z)=SQR(R#R-Z*Z)
1120 R=R+5
1130 FORZ=0TOR
1140 T=FNY(Z)
1150 POKE4514,X+T:POKE4514,Y-T:USR(68)
1160 NEXTZ:USR(71)
1170 IFR<>25THENI102
1180 RETURN
1190 PRINT"PRINT A scrolling shoot up!"
1200 PRINT"These are the characters you will meet"
1210 PRINT"if you select 'FIRING'..."
1220 PRINT"M - This is a BLOB! It's deadly,so if you see it,avoid it!"
1230 PRINT"Your weapon will deactivate BLOBS."
1240 PRINTCHR$(96);" - This is an alien.Shoot it for 100 points."
1250 PRINT"The canyon walls are made of BLOBULES and are lethal!"
1260 PRINT"WARNING:When you start,move into the centre of the canyon;"
1270 PRINT"If you don't select immediate crash!"
1280 PRINTCHR$(98);" - This is you(Believe it or not!)"
1290 RETURN

```



Most adventures take place in sinister castles, lost islands or kingdoms ruled by evil monarchs. But this one is a bit different. It all begins in your own home! Darren is challenging you to escape from your house and reach the Blackpool Tower.

There are no evil monsters or fire-breathing dragons to deal with — but there is the odd policeman, poisoned fruit and don't forget the snake! Darren has managed to make the ordinary seem extraordinary! Your objective is to reach the Blackpool Tower and enter it — can you solve all the riddles and reach your goal? Go on, have a go!

```

45 IFPEEK(200)>128THENPOKE200,PEEK(200)-128
50 RM=1:NL=19:NV=22:NJ=12:LK=1:LL=1:LB=1
60 GOSUB 1000
65 PAPER2:INK0
70 CLS:PRINT:PRINT$(RM)
80 GOTO2600
90 INPUT"WHAT SHALL I DO?";I:IF I$="POUR WATER"THEN100
91 IFRND(1)<7ANDRM=4THENPRINT"THE SNAKE BIT YOU.":GOTO9000
92 IFRM=15THEN9000
93 IFRM=6ANDFO=0THENPRINT"THE FIRE HAS SPREAD. YOU ARE DEAD.":GOTO9
900
94 IFRM=8THENLX(1)=-1:I=I-1
100 GOSUB200 GOSUB300
110 PRINT"CHR$(27)"G"CHR$(27)"Q"CHR$(27)"R"
120 NEXT
130 PRINT"I DO NOT UNDERSTAND":PRINTCHR$(34)I$CHR$(34):GOTO90
140 PRINT"I CAN'T GO ";I$:GOTO90
150 PRINT"I CAN'T ";I$:GOTO90
200 FORN=1TOLEN(I$):SG$=MID$(I$,N,1)
210 IFSG$="A"ANDSG$<"Z"THENI$=LEFT$(I$,N-1)+CHR$(ASC(SG$)+32)+MID
$(I$,N+1)
220 NEXT:RETURN
300 B$=""V$=""SP=0:FORN=1TOLEN(I$)
310 IFMID$(I$,N,1)=" "ANDSP=0THENSEP=1:GOTO330
320 IFSP=0THENV$=V$+MID$(I$,N,1)ELSEB$=B$+MID$(I$,N,1)
330 NEXT
340 RETURN
500 IFNO$(RM)THENRM=NO$(RM):GOTO70
502 GOTO 140
505 IFER$(RM)THENRM=ER$(RM):GOTO70
507 GOTO 140
510 IFSO$(RM)THENRM=SO$(RM):GOTO70
512 GOTO 140
515 IFWE$(RM)THENRM=WE$(RM):GOTO70
517 GOTO 140
1000 DIM$(NV),G$(NV),L$(NL),O$(NI),L$(NI),NO$(NL),WE$(NL),SO$(NL),
ER$(NL)
1010 READ$=IFD$O"START"THEN9999
1020 FORN=1TONV:READV$(N),G$(N):NEXT
1030 READ$=IFD$O"OBJECTS"THEN9999
1040 FORN=1TONI:READO$(N),L$(N):NEXT
1041 DATA START,N,500,E,505,S,510,W,515,PUT,2000,GET,2200,EAT,2400,
LOOK,2600
1042 DATA OPEN,2000,PICK,3000,U,3200,D,3400,POUR,3600,I,3800,R,70,U
NLOCK,4000
1043 DATA READ,4200,QUIT,9000,PLACE,4600,STOP,9000,GIVE,4800,ENTER
1044 DATA 5000
1050 DATA OBJECTS
1060 DATA KEY,-1,SAW,4,PANSY,4,KNIFE,3,FORK,-1,FRUIT,2,10P,-1,CUP,-
1,WATER,3
1061 DATA PAPER,-1,LITTER,10,50P,-1
1064 READ$=IFD$O"LOCATIONS"THEN9999

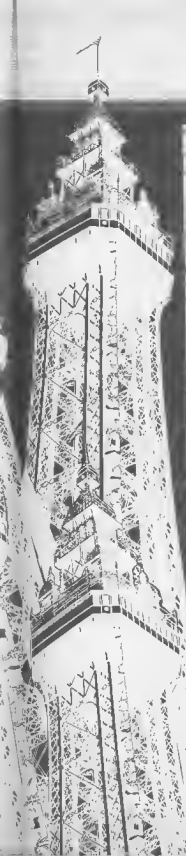
```

# GAME: BLACKPOOL TOWER

## CONTINUED

1065 FORN=1TONL  
 1070 REPEAT: READP\$: IFP\$<0>+"\*THENL\$(N)=L\$(N)+P\$  
 1080 UNTILP\$="\*"  
 1090 READNO\$(N), ER\$(N), SO\$(N), ME\$(N)  
 1095 NEXT  
 1096 READ\$: IFD\$<0>"END"THEN9999  
 1097 RETURN  
 1098 DATA LOCATIONS  
 1100 DATA"YOU ARE AT THE ENTRANCE TO YOUR HOUSE. THE DOOR IS LOCKED  
 SO THAT I  
 1105 DATA" WILL NOT OPEN. EXITS NORTH AND EAST ",\*,2,3,0,0  
 1110 DATA"YOU ARE IN THE LOUNGE THERE ARE SOME DRAWERS BY THE WALL  
 ALSO. A  
 1115 DATA" LIGHT TO THE NORTH IS VISIBLE, NEXT TO A SETTEE ",\*,6,0,1  
 ,0  
 1120 DATA"YOU ARE IN THE KITCHEN THERE IS A LOCKED DOOR TO THE  
 EAST. THERE  
 1125 DATA" ARE SEVERAL CUPBOARDS ON THE WALL ",\*,0,0,0,1  
 1130 DATA"YOU ARE IN THE BACKYARD THERE IS A SNAKE LYING ON THE  
 GROUND BY  
 1135 DATA" YOUR FEET",\*,0,0,0,3  
 1140 DATA"YOU ARE AT THE BOTTOM OF SOME STAIRS. THERE IS A CUPBOARD  
 AT THE B  
 1145 DATA" OTTON BESIDE YOU ",\*,0,6,9,0  
 1150 DATA"YOU ARE IN THE FRONT ROOM. THERE IS A SETTEE IN IT. THERE  
 IS ALSO  
 1155 DATA" A COAL FIRE LIT. IT LOOKS DANGEROUS. YOU CAN SEE THE G  
 ARDEN THR  
 1160 DATA" OUGH THE WINDOW TO THE NORTH. SOUTH IS THE LOUNGE, EAST  
 THE HALL.  
 1165 DATA" THERE ARE SOME STEPS TO THE WEST ",\*,0,7,2,5  
 1170 DATA"YOU ARE IN THE HALL. A LOCKED DOOR IS ON THE NORTH WALL.  
 EXIT WEST.  
 1175 DATA ",\*,0,0,0,6  
 1180 DATA"YOU ARE IN THE GARDEN. THERE IS A ROAD TO THE NORTH. THE D  
 OOR SLAMS  
 1185 DATA" SHUT, WITH THE KEY IN THE LOCK ",\*,14,0,0,0  
 1190 DATA"YOU ARE AT THE TOP OF THE STAIRS. THERE IS A ROOM TO THE SO  
 UTH ",\*,5  
 1195 DATA ",\*,0,10,0,"YOU ARE ON THE LANDING. THERE IS A ROOM TO THE  
 SOUTH. A  
 1200 DATA" ND ONE TO THE EAST",\*,9,11,12,0  
 1205 DATA"YOU ARE BY A BED. EXIT WEST ",\*,0,0,0,10  
 1210 DATA"YOU ARE IN A BEDROOM WITH A BED TO THE SOUTH. THERE IS A C  
 UPBOARD T  
 1215 DATA" O THE LEFT OF YOU ",\*,10,0,13,0  
 1220 DATA"YOU ARE BY A BED EXIT NORTH ",\*,12,0,0,0  
 1225 DATA"YOU ARE BY THE ROAD, WHICH RUNS EAST- WEST. THERE IS A NO  
 USE TO TH  
 1230 DATA" E NORTH. ACROSS THE ROAD ",\*,15,16,0,17  
 1235 DATA"YOU HAVE JUST BEEN RUN OVER BY A CAR ",\*,0,0,0,0  
 1240 DATA"THE ROAD COMES TO A DEAD END AT THE EAST. THERE IS A CA  
 R PARK TO  
 1245 DATA" THE EAST AND A PATH WEST ",\*,15,18,0,14  
 1250 DATA"THE ROAD RUNS EAST-WEST. THERE IS A TOWER TO THE EAST.  
 ",\*,15,14





```

1255 DATA 0,19,"YOU ARE IN THE CAR PARK. THERE IS A LITTER BIN BY
YOUR SID
1260 DATA"E EXIT WEST",*,0,0,0,16
1265 DATA"YOU ARE BY BLACKPOOL TOWER YOU CAN HEAR THE SEA IN THE
DISTANCE
1270 DATA". THERE IS A MAN AT THE DOOP WHO WOULD LIKE 50P.",*,0,17,0
0
1999 DATA END
2000 FD=0:FORN=1TONI:IF0$(N)=0$ANDL$(N)=0THENPRINT"OKAY. .":FD=1:I=
I-1:L$(N)=RM
2002 IF0$=""THENPRINT"GET WHAT ?":GOTO90
2010 NEXT
2020 IFFD=0THENPRINT"I DON'T HAVE A ",B$," !"
2030 GOTO 90
2200 IF1=5THENPRINT"I CAN'T CARRY ANY MORE.":GOTO90
2202 IF0$=""THENPRINT"GET WHAT?":GOTO90
2205 FD=0:FORN=1TONI:IF0$(N)=0$ANDL$(N)=RMTHENPRINT"OKAY. ":I=I+1:FD
=1:L$(N)=0
2210 NEXT
2220 IFFD=0THEN150
2230 GOTO 90
2400 IFB$=""THENINPUT"EAT WHAT",B$:GOTO2400
2410 IFB$="FRUIT"ANDL$(6)=0THENPRINT"IT WAS POISONED ":GOTO9000
2499 PRINT"I MUST HAVE THE ",B$," TO":PRINT"BE ABLE TO EAT IT ":GO
TO90
2600 FD=0:FORN=1TONI:IFL$(N)=0RMTHENNEXT GOTO2630
2610 IFFD=0THENPRINT PRINT"I CAN SEE . " FD=1
2620 PRINT"A ",0$(N):NEXT:GOTO90
2630 IFFD=0ANDV$="LOCK"THENPRINT"I CAN'T SEE ANYTHING SPECIAL "
2640 GOTO 90
2800 IFB$=""THENINPUT"OPEN WHAT",B$
2805 IFB$="CUPBOARD"THEN2850
2810 IFB$="DOOR"THEN2900
2815 IFB$="DRAWER"THENPRINT"THERE ARE SOME PAPERS AND A FORK. ":L$(1
0)=2
2816 IF0$="DRAWER"THENL$(5)=2:GOTO90
2849 GOTO 150
2850 IFRM=5THENPRINT"THEE IS AN ELECTRIC MTER WITH 10P ON IT ":L$(
7)=5:GOTO90
2860 IFRM=3THENPRINT"IT'S FULL OF CUPS ":L$(8)=3:GOTO90
2865 IFRM=12ANDL$(1)=1THENPRINT"IT'S LOCKED. ":GOTO90
2870 IFRM=12THENPRINT"THEE IS A KEY INSIDE. ":L$(1)=12:GOTO90
2899 GOTO 150
2900 IFRM=7ANDL$(1)=1THENPRINT"IT'S LOCKED. ":GOTO90
2901 IFRM=3ANDL$(2)=0THEN50$(3)=4:GOTO90
2905 IFRM=7ANDL$(2)=0THENPRINT"YOU CAN SEE THROUGH TO THE GARDEN ".NO
$(7)=0:GOTO90
2910 IFRM=3ANDL$(2)=0THENPRINT"YOU CAN WALK IN. TO THE BACKYARD TO THE
SOUTH "
2999 GOTO150
3000 IFB$=""THENINPUT"PICK WHAT",B$
3005 IFB$="LOCK"THEN3020
3019 GOTO 150
3020 IFRM=7THENPRINT"I CAN'T PICK THIS LOCK. ":GOTO90
3030 IFL$(5)=0THENPRINT"I NEED SOMETHING WITH SPIKES ON IT.":GOTO9
0

```

# GAME: BLACKPOOL TOWER

## CONTINUED

```

3890 IFRM=12THENLX:=8.PRINT"OKAY..":GOTO90
3899 GOTO 150
3200 IFRM=5THENRM=9.GOTO70ELSE140
3400 IFRM=9THENRM=5.GOTO70ELSE140
3600 IFB$=""THENINPUT"POUR WHAT";B$
3605 IFB$="WATER"THEN3650
3649 GOTO 150
3650 IFLX(9)0THEN150
3660 PRINT"THE FIRE HAS BEEN PUT OUT BY THE WATER":FO=1
3665 LX(9)=3:I=I-1
3670 GOTO 90
3800 FO=0:FORN=1TONI:IFLX(N)0THENNEXT:GOTO3840
3810 IFFD=0THENPRINT"I HAVE THE FOLLOWING..":FO=1
3820 PRINT"A ":0$(N):NEXT
3840 IFFD=0THENPRINT"I DON'T HAVE ANYTHING.. "
3850 GOTO 90
4000 IFB$=""THENINPUT"UNLOCK WHAT";B$
4005 IFLX(1)0THENPRINT"BUT I HAVE NO KEY. ":GOTO90
4010 IFRM=7THENLX=0:PRINT"OKAY. ":GOTO90
4015 IFRM=3THENLX=0:PRINT"OKAY. ":GOTO90
4200 IFB$=""THENINPUT"READ WHAT";0$
4205 IFB$="PAPER"ANDLX(10)=0THENPRINT"IT'S BLANK. ":GOTO90
4249 GOTO 150
4600 IFB$=""THENINPUT"PLACE WHAT WHERE";B$
4610 IFLEFT$(B$,6)="LITTER"THEN4650
4649 GOTO 150
4650 IF(MID$(0$,8))=""IN BIN"ORMID$(0$,8)="IN LITTER BIN":ANDRM=18THE
N4660

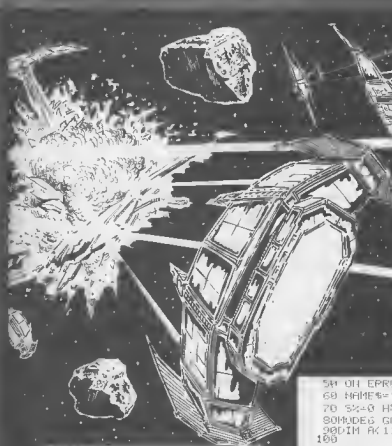
```

```

4655 PRINT"I CAN'T PUT IT THERE. ":GOTO90
4660 PRINT"THE POLICEMAN WATCHING YOU WAS
GIVEN YOU 50P
4665 LX(12)=0:LX(11)=-1.GOTO90
4800 IFB$=""THENINPUT"GIVE WHAT TO WHAT";0$
4801 IFRM<19THENPRINT"I CAN'T DO THAT YET ":GOTO90
4805 IFLEFT$(B$,3)="MAN"THEN4850
4849 GOTO 150
4850 IFLX(12)0THENPRINT"BUT I DON'T HAVE 50P TO GIVE. ":GOTO90
4855 PRINT"HE WILL NOW LET YOU IN. ":EX=1.GOTO90
5000 IFB$=""THENINPUT"ENTER WHAT";B$
5005 IFB$="TOWER"ANDX=1THENPRINT"YOU HAVE SUCCESSFULLY COMPLETED T
HIS GAME. "END
5010 IFB$="TOWER"ANDX=0THENPRINT"THE DOORKEEPER STOPS YOU. HE WANT
5 50P".GOTO90
5049 GOTO 150
9000 INPUT"DO YOU WANT TO TRY AGAIN?";Y$ IFY$="Y"THENRUN
9001 END
9999 PRINT"PRINT"?MESSY DATA ERROR":END
60000 INPUT"HOW MANY TIMES SHOULD I SAVE";H
60001 FORA=1TOH
60002 PRINT"SAVING IT IN FAST.. ".CSAVE"BLACKPOOL TOWER",AUTO
60003 WAIT100
60004 PRINT"SAVING IT. IN SLOW.. ".CSAVE"BLACKPOOL TOWER",S,AUTO
60005 WAIT500:PRINT:PRINT
60006 NEXTA

```

DELIGHTED. HE WAS



You are the front gunner in a Space Fleet battleship patrolling the borders with any Alien Empire. Suddenly you hear the red alert warning — and a squadron of alien fighters are racing down from out of the stars at your ship. Can you blast all the aliens out of the sky before your fuel runs out?

There are two types of alien craft. Fighters and Bouncers. Fighters are slower than Bouncers, but they fire laser bolts at you. These bolts cause your ship's automatic shields to be activated — using up 100 units of fuel each day. Bouncers do not fire at you but they are very fast and hard to hit. They make you waste shots and fuel — but are worth ten points if you manage to hit one.

When ten aliens are destroyed then you go onto the next sector of the galaxy — through hyperspace. Each successive sector gets harder to clear of alien craft.

Control keys are: up arrow and down arrow move your sight up and down, the left and right arrows move sight in the corresponding directions. The space bar fires your laser.

**VARIABLES**

- NAME:** Holds the name of the high score holder.  
**SCORE:** Holds the value of the players score.  
**HIGH:** Holds the value of the current high score.  
**SHEET:** Holds the sector number. It is used to control the difficulty of the game.  
**FUEL:** Holds the amount of fuel left.  
**ARRAY**  
**A(X):** Holds the type of alien to appear. If A(x) = 1 then a fighter will appear, if a 2 then a bouncer will appear and if it equals 0 then the alien is destroyed.  
**MAX:** Holds the number of times the alien can fire at you.  
**OV% & OH%:** Random numbers used to say whether the alien moves up, down, left or right.  
**X1%:** Holds the old X co-ordinate of the alien.  
**Y1%:** Holds the old Y co-ordinate of the alien.  
**X%:** Holds the current X co-ord of the alien.  
**Y%:** Holds the current Y co-ord of the alien.  
**EX1%:** X co-ord of where first alien laser bolt strikes.  
**EY1%:** Y co-ord of where first alien laser bolt strikes.  
**EX2%:** X co-ord of where second alien laser bolt strikes.  
**EY2%:** Y co-ord of where second alien laser bolt strikes.

```
50 ON EPUR GOTO 1730
60 NAME$="ELECTRON COMPUTER"
70 SX=0 HX=50
80MODE5 GOSUB1430
90DIM A(1)
100
110 MOVE2
120 SHEET=0
130 YDU22,2
140 SHEET=SHEET+1
150 YDU23,8202,0.0,0,
160 YDU23,255,255,255,255,255
255,255,255,255
170 WB=CHR$255+CHR$255+CHR$255
+CHR$111+CHR$3+CHR$8+CHR$3+CHR$25
3+CHR$255+CHR$25+CHR$10+CHR$3+CHR$8+CHR$3+CHR$255+CHR$255+CHR$2
55
180 KFN4,1
190 GCOLOR,0 YDU29,640,512,
200MOVE=10,0 DRAW=50,0.MOVE20,
0 DRAW0,0 MOVE0,10 DRAW.50 MOV
E0,10 DRAW,50
210GCOLOR,MOVE=150,100 MOVE=1
50,150 PLOT35,150,150 MOVE150,10
0 PLOT35, 150,100
220MOVE=150,150 MOVE=100,150 P
LOT35, -150, -100 MOVE=100, -100 P
LOT35, -100, 150
```


# GAME: FRONT GUNNER

## CONTINUED

```

100 MOVE-150,-100 MOVE-150,-150
PLOT85,150,-150 MOVE150,-100 PL
OT85,-150,-100
240 MOVE100,-100 MOVE150,-100 P
LOT85,100,150 MOVE150,150 PLOT85
,150,-100
250 MOVE100,100 MOVE600,512 PL
OT85,640,512
260 MOVE640,490 PLOT35,100,100
270 MOVE100,-100 MOVE600,-512 P
LOT85,640,-512
280 MOVE640,-490 PLOT85,100,-10
0
290 MOVE-100,100 MOVE-600,512 P
LOT85,-640,512
300 MOVE-640,490 PLOT85,-100,10
0
310 MOVE-100,-100 MOVE-600,-512
PLOT85,-640,-512 MOVE-640,-490
PLOT85,-100,-100
320 FOR FV=1 TO 50 PLOT59,RND(128
0)-640,RND(1024)-512 NEXT
330 FV=4000-(100/SHEET)
340 IF SHEET/3 THEN FV=4000
350 MOVE-640,-450 MOVE-640,-51
2 PLOT05,640,-450 MOVE640,-512 P
LOT85,-640,-512
360 VDU4 COLOUR4 COLOUR135 PRI
NT TAB(0,30),"FUEL ",FV,TAB(10,
30),"SCORE","%",
370 VDU5
380 MOVE-640,-512 DRAW-640,511
DRAW639,511 DRAW639,-512
390 FOR VV=1 TO 10
400 D=RND(4)
410 IF D=1 THEN RCVV=2
420 IF D=1 THEN RCVV=1
430 NEXT VV
440 VDU19,8,7,0, VDU19,15,3,0,
450 FOR FV=1 TO 10
460 INKEY=4+(SHEET DIV 3)
470 LX=RND(2) IF LX=2 THEN LX
=640 ELSE LX=640
480 FV=RND(1024)-512 MOVE LX,V
COL4,2 PRINT CHR$(229+RND(25))
490 GCOL0,0 MOVE-90,90 MOVE-90
90 PLOT95,90,90 PLOT85,96,-90
PROCISIGHT
500 FV=15,0
510 REPEAT PROCALLEN PROCKEYS
PROCKEYS PROCKEYS PROCF1
520 UNTIL RCVV=0 OR FV=0
530 IF FV=0 THEN PROCEND
540 FV=15,0

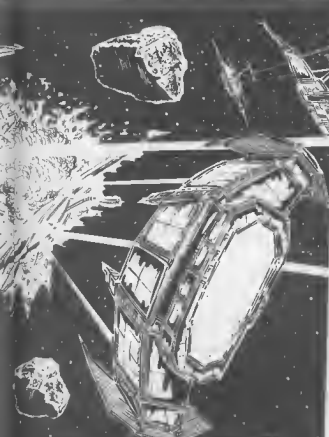
```



```

550 FV=0 FV=0 VV=15,0
560 NEXT
570 PROCHYPERSPACE
580 GOTO 130
590 DEFPROCALLEN
600 D=RND(2) DIV RND(2)
610 D1=RND(2) VV=0
620 IF D1=1 THEN VV=VV+25+R
ND(10)+(SHEET/3) ELSE VV=VV+20+R
ND(10)+(SHEET/3)
630 IF D1=1 THEN VV=VV+16+R
ND(10)+(SHEET/3) ELSE VV=VV+16+R
ND(10)+(SHEET/3)
640 IF VV=620 THEN VV=620
650 IF VV=620 THEN VV=620
660 IF VV=130 THEN VV=450
670 IF VV=500 THEN VV=500
680 MOVE VV,VV GCOL4,0 PRINT C
HR$(229+RND(25))
690 MOVE VV,VV GCOL4,0 PRINT
CHR$(229+RND(25))
700 IF RCVV=1 THEN FV=RND(30)
IF FV=1+(SHEET) AND MAXV=10 T
HEN PROCFIRE
710 FV=15,0
720 ENDPROC
730 DEFPROCFIRE
740 MAXV=MAXV-1
750 ENVELOPE 1,129,-10,-20,-1,
20,20,-120,0,0,0,-1,126,0
760 VDU19,3,10,0,0,0
770 SOUND1,1,100,1
780 EX1X=RND(200)-100 EY1=RND
(200)-100 EX2X=RND(200)-100 EY2X
=RND(200)-100
790 MOVE XV+32,YV-16 GCOL4,14
PLOT21,EX1,EY1 PRINTCHR$213 MO
VE2X+32,XV-16:PLOT21,EX2X,EY2X P
RINTCHR$217

```



```
900 FOR G1=1 TO 1500 NEXT
910 MOVE%+32,Y%-16 GCOL4,0 PL
921,EX1%,EY1%.PRINTCHR#215.MOVE
%+32,Y%-16 PLOT21,EX2%,EY2%.PRI
NCHR#217
930 SOUND0,1,6,1
930 FOR G1=1 TO 10 VDU19,0,RND
16)-1,0,0,0,VDU19,7,RND(16)+1,0
0,0 FOR G1=1 TO 1000 NEXT NEXT
VDU19,0,0,0,0,0,19,7,7,0,0,0
940 FU%-FU%-100 PROCFUEL ENDF
OC
950 DEFPROCKEYS
960 IF INKEY(-58) PROCMA(0,-16
970 IF INKEY(-43) PROCMA(0,16)
980 IF INKEY(-26) PROCMA(32,0)
990 IF INKEY(-122) PROCMA(-32,
0)
990 IF INKEY(-99) PROCMA(161
910 IFX15,0
```

```
920 ENDPROC
930 DEFPROCMA(X2%,Y2%)
940 X1%=X%-Y1%-Y%
950 X%=X%+X2% Y%=Y%+Y2%
960 MOVE X%,Y% GCOL4,3:PRINT C
HR#(229+ACF%) MOVEX1%,Y1%:GCOL4
,0 PRINT CHR#(229+ACF%)
970 ENDPROC
980 DEFPROCF1:FU%=FU%-1 PROCFU
EL.ENDPROC
990DEFPROCFIRE1
1000 MOVE -640,-100 GCOL4,1:DRA
W0,0 MOVE640,-100 DRAW0,0 SOUND2
,1,100,1 MOVE-640,-100 GCOL4,0 D
RAW0,0.MOVE640,-100:DRAW0,0
1010 FU%=FU%-5 PROCFUEL
1020 MOVE0,0 IF POINT(0,0)>0 T
HEN PROCEXPLODE
1030 ENDPROC
1040DEF PROCSCORE.:VDU4 PRINT TA
B(-0,30),"SCORE:",S%, VDU5.ENDPR
OC
1050DEFPROCFUEL VDU4 PRINTTAB(0
,30),"FUEL ", " ",TAB(5,30),FU
%, VDU5.ENDPROC
1060 DEFPROCEXPLODE SOUND0,1,20
0,10 GCOL2,RND(16)-1 FOR G1=1 TO
20 MOVE %X%,Y% PRINT CHR#(200+G1
)FOR G1=1 TO 100 NEXT NEXT:SOU
ND0,1,100,10 MOVE X%,Y% GCOL0,0
PRINT CHR#255 PLOT69,0,0
1070 PROCSIGHT
1080 IF ACF%>=1 THEN S1=S1+1
1090 IF ACF%>=2 THEN S1=S1+10
1100PROCSCORE.FOR G1=1 TO 4000
NEXT
1110 ACF%>=0
1120 ENDPROC
1130 DEFPROCSIGHT
1140 GCOL0,0.MOVE-10,0 DRAW-50,
0 MOVE20,0 DRAW0,0 MOVE0,10 DRA
W0,50 MOVE0,-10 DRAW0,-50
1150 ENDPROC
1160 DEFPROCHYERSPACE
1170 S1=S1+FU% DIV 10 PROCFUEL
1180 FOR I%=1 TO 30
1190 VDU19,0,RND(16)-1,0,0,0
1200 MOVE0,0 GCOL4,RND(16)+1 DRA
W0,512 MOVE0,0 DRAW0,0,256 MU
VE0,0 DRAW0,0.MOVE0,0 DRAW0,0
-256.MOVE0,0.DRAW0,0,-512 MOVE0,
0.DRAW0,0,-512 MOVE0,0.DRAW0,-51
2 MOVE0,0.DRAW0,0,-512 MOVE0,0
DRAW0,0,-512.MOVE0,0 DRAW0,0,
256 MOVE0,0
```

● **GAME: ZOMBIES**

● **AUTHOR: MACER GIFFORD**

● **RUNS ON: A VIC 20 IN 3.5K**

Are you cunning enough to outwit the hordes of evil Zombies out for your blood? Are you clever enough to avoid being eaten? Or are you stupid enough to attempt to head-butt one and end up as worms' meat at the bottom of a crevasse?! In any event the aim of this game is to lure the Zombies into strategically placed pits and trap them. You appear as a smiling face in the centre of an area full of nasty zombies and those all important pits. To win you must lure all the zombies into the pits — but beware — they always move straight towards you and may join in twos or threes to attack!

So a good strategy in this case is to lure them into a group and position yourself so all the zombies attacking you fall into one pit. A good trick if you can pull it off!

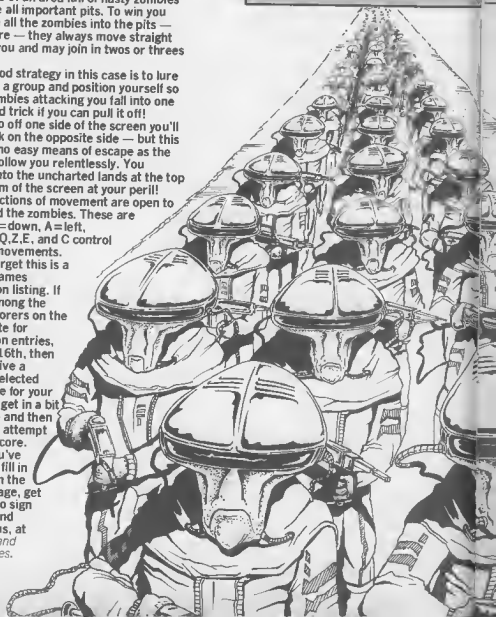
If you go off one side of the screen you'll come back on the opposite side — but this provides no easy means of escape as the zombies follow you relentlessly. You venture into the uncharted lands at the top and bottom of the screen at your peril! Eight directions of movement are open to you — and the zombies. These are W=up, X=down, A=left, D=right, Q,Z,E, and C control diagonal movements.

Don't forget this is a Book of Games competition listing. If you are among the top five scorers on the closing date for competition entries, February 16th, then you'll receive a specially selected games tape for your Vic-20. So get in a bit of practice and then make your attempt at a high score.

Once you've done that, fill in the form on the contents page, get a witness to sign it for you and send it to us, at Computer and Video Games.

**Breakdown of the program:**

- Lines 5-40: Initialisation and preparatory position and draw zombies at pits.  
Lines 130-180: moves smiling face and checks for zombie or pit.  
Lines 190-240: moves zombies and checks to smiling face or pit.





Lines 400-420: sound effects and scoring when zombie falls in pit.  
 Lines 500-715: sound effects and message for player's death.  
 Lines 718-730: plays tune.  
 Lines 740-770: prints scores and prepares for another game.  
 Lines 2000-2080: sets up user defined graphics.

```

5 POKE36879,0
10 PRINT:GOTO 120
12 PRINT:GOTO 120
15 GOTO2000
20 DINC(40),N(40) M(40),R(40)
30 GOTO2020
40 POKE36879,94 S=1 SC=0
50 PRINT:FOR I=1TOS+5W5 C(I)=0
60 M(I)=INT(RND(I)*22) H(I)=INT(RND(I)*22)+1 IFM(I)
=1TANDN(I)=12THENDOTO60
70 POKE7680+M(I)+22*N(I),0 NEXTI
72 POKE795,2
75 FORI=1TO40-INT(S/4)
80 P=INT(RND(I)*484) IFPEEK(7782+R)C32THEN80
90 POKE7782+R,4 POKE38422+P,0 NEXTI
100 Y=1 V=12
130 GET# IF#=" "THENI30
135 POKE7680+X+22*Y,32
140 IF#="0"THENX=X-1
141 IF#="R"THENX=X-1
142 IF#="E"THENX=X-1 Y=Y-1
143 IF#="C"THENX=X+1 Y=Y-1
144 IF#="Z"THENX=X-1 Y=Y+1
150 IF#="S"THENX=X+1
160 IF#="W"THENY=Y-1
170 IF#="V"THENY=Y+1
  
```

```

172 P=PEEK(7680+X+22*Y) IFP=4THEN530
175 IFP=80RP=10RP=3THEN430
180 POKE7680+Y+22*V,2 POKE38400+X+22*V,7
190 FORI=1TOS+5W5 IFC(I)=1THEN231
195 POKE7680+M(I)+22*N(I),32
200 IFM(I)>THENH(I)=M(I)-1 IFH(I)<3THENH(I)=0
210 IFH(I)<XTHENH(I)=M(I)+1 IFH(I)<3THENH(I)=1
220 IFM(I)<YTHENH(I)=M(I)+1
230 IFH(I)>YTHENH(I)=M(I)-1
231 NEXTI FORI=1TOS+5W5 IFC(I)=1THEN240
232 P=PEEK(7680+M(I)+22*N(I))
233 IFP=4THEN480
234 IFP=2THEN700
235 IFP=80RP=10RP=3THENH(I)=3
237 POKE7680+M(I)+22*N(I),R(I) POKE38400+M(I)+22*N(I),2
240 NEXTI GOTO130
400 C(I)=1 FORV=1STO8STEP-1 POKE36876,220+V POKE36876,V NEXTV SC=SC+1 C=C+1
410 PRINT:GOTO 5+5*5-C*11 PT'S" SC" S="S" R " IFC=5+5*5THENS=S+1 C=0 GOTO50
420 GOTO240
490 FORV=1STO8STEP-1 POKE36876,230+V POKE36876,V FORT=1TO100 NEXTT NEXTV
510 AS="*****YOU FELL IN A PIT*****" GOTO710
600 AS="*****YOU'VE BEEN BUTTERED *****ZOMBIE*****"
610 GOTO710
700 AS="*****DEATH*****"
710 POKE7680+X+22*Y,42
712 FORV=1STO8STEP-1 POKE36877,140+V POKE36878,V FORT=1TO100 NEXTT NEXTV POKE368
77,0
715 PRINT:GOTO 1000
718 POKE36879,0 POKE36876,0 POKE36869,240
720 POKE36878,15 FORT=1TO11 READR B POKE36876,A FORT=1TOB*200 NEXTT
730 POKE36876,0 FORT=1TO25 NEXTT NEXTI
740 PRINT:GOTO 1000
750 IFSC=1THENPRINT:GOTO 1000
760 PRINT:GOTO 1000
765 PRINT:GOTO 1000
766 GET# IF#=" "THEN766
770 SC=0 C=0 RESTORE GOTO300
2000 POKE52,20 POKE56,20 POKE51,0 CLP
2010 FORI=1TOS+1 POKE7160+I,PEEK(32768+I) NEXT GOTO20
2020 FORI=1TOS+1 POKE7160+I,I NEXT POKE36869,255 GOTO40
2030 DATA12,12,4,124,63,4,4,12
2040 DATA40,40,32,62,68,32,32,40
2050 DATA60,126,219,255,219,197,126,60
2060 DATA201,231,66,231,66,165,165,165
2070 DATA20,62,126,60,124,96,8
2080 DATA193,2,193,2,169,1 193,2,200,2 196,1,193,2,189,1,193,2,189,1,193,4
  
```



A bunch of unfriendly aliens have built a space platform which is in orbit around the earth. To make matters worse these creatures are dropping giant meteors on the planet. You are earth's only hope. With the arrow keys (S and O, Alpha Lock down) move left and right and catch the falling space rocks. Any damage caused by a meteor can be repaired by moving your base ship over the crater and depressing the space bar. The space platform is in a decaying orbit and falls slowly closer to the earth — which makes the rocks harder to catch! Can you save our planet?

Variables:  
Bomb: meteor column position.  
Drop: meteor row position.  
Newdrop: meteor drop height.  
Setscore: speed at which space platform drops.  
Dir: players' horizontal position.  
Move: key pressed.  
Find: view of character square.

```

100 CALL CHAR(120,"00426DA160423D
104 CALL SCREEN(12)
105 PRINT "*****"
106 PRINT "*****"
107 PRINT "*****"
108 PRINT "*****"
109 IF S=0 THEN GOTO
110 IF W=17(1) THEN GOTO

```

```

111 GOSUB 11
112 CALL CLEAR
113 RANDOMIZE
114 BOMB=INT(132-2+1)*RND1=2
115 DROP=4
116 NEWDROP=4
117 SCORE=0
118 SETSCORE=50
119 HEIGHT=2
120 DIR=16
121 CALL SCREEN(12)
122 CALL CHAR(119,"18187E0A183C2466"
123 CALL CHAR(119,"FFFFFFF000000000"
124 CALL CHAR(119,"FF00000000000000"
125 CALL CHAR(119,"0000000000000000"
126 CALL CHAR(119,"185A7E18187E2466"
127 CALL CHAR(119,"18187E0A183C2466"
128 CALL COLOR(15,15,1)
129 CALL COLOR(14,15,1)
130 CALL COLOR(13,15,1)
131 FOR COLOR=1 TO 8
132 FOR COLOR=1 TO 8
133 CALL COLOR
134 NEXT COLOR
135 CALL HCHAR(24,2,151,311)
136 CALL HCHAR(13,14,1)
137 CALL HCHAR(HEIGHT-1,2,159,311)
138 CALL HCHAR(27,DIR,1351)
139 CALL KEY(0,MOVE,1)
140 CALL MOVE=85 THEN 144
141 IF MOVE=85 THEN 144
142 IF MOVE=85 THEN 147 ELSE 154
143 IF DIR=32 THEN 154
144 IF DIR=0 THEN 154
145 GOTO 152
146 GOTO 152
147 CALL HCHAR(24,DIR,151)
148 CALL SOUND(70,-5,61)
149 GOTO 154

```

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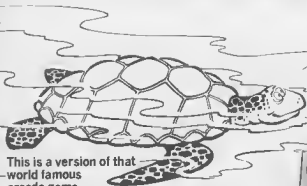
100 BOMB THEN 104
101 DIR=315
102 CALL MCHAR(23,DIR-1,32,31)
103 CALL MCHAR(23,DIR,135)
104 GOTO 155
105 DROP=DROP+1
106 IF DROP=23 THEN 140
107 CALL VCHAR(DROP+1,BOMB,32)
108 GOTO 140
109 CALL GCHAR(DROP,BOMB,FIND)
110 IF FIND=151 THEN 172 ELSE 170
111 CALL VCHAR(DROP+1,BOMB,32)
112 CALL SOUND(100,120,1,120,1)
113 CALL SOUND(250,300,0,6000,2)
114 SCORE=SCORE+50
115 IF SCORE=SCORE THEN 147
116 GOSUB 201
117 BOMB=INT((32-2+1)*RND)+2
118 DROP=NEWDROP
119 GOTO 140
120 CALL GCHAR(DROP+1,BOMB,FIND)
121 IF FIND=151 THEN 172 ELSE 170
122 CALL VCHAR(DROP+1,BOMB,32)
123 CALL SOUND(100,120,1,120,1)
124 SCORE=SCORE+10
125 IF SCORE=SCORE THEN 177
126 GOSUB 201
127 CALL MCHAR(DROP+1,BOMB,150)
128 BOMB=INT((32-2+1)*RND)+2
129 DROP=NEWDROP
130 GOTO 140
131 CALL SOUND(250,-2,31)
132 FOR LOOP=100 TO 1500 STEP 100
133 FOR LOOP=100 TO 1500 STEP 100
134 NEXT LOOP
135 FOR LOOP=1500 TO 200 STEP -100
136 CALL SOUND(100,LOOP,1)
137 NEXT LOOP
138 CALL CLEAR
139 GOTO TAB(100)

```

```

140 PRINT "YOU SCORED "SCORE" POINTS"
141 PRINT "DO YOU WANT ANOTHER GAME?"
142 CALL KEY(0,KEY)
143 IF KEY=0 THEN 192
144 IF (KEY=91+6)*1211 THEN 112 ELSE 195
145 END
146 T=1
147 T=T+1
148 GOSUB 199
149 GOTO 197
150 REM *** HARDER GAME ***
151 RETSCORE=GETSCORE+400
152 IF HEIGHT=14 THEN 209
153 IF HEIGHT=HEIGHT+1
154 NEWDROP=NEWDROP+1
155 CALL MCHAR(HEIGHT-1,1,32,32)
156 CALL MCHAR(HEIGHT,2,119,31)
157 CALL MCHAR(HEIGHT-2,1,32,32)
158 CALL MCHAR(HEIGHT-1,2,109,31)
159 RETURN
160 CALL CLEAR
161 PRINT "USE THE FOLLOWING KEYS: '1' - TO MOVE YOUR MAN LEFT"
162 " '0' - TO MOVE YOUR MAN RIGHT '2' - GRATOR AND PRESS"
163 PRINT "IF YOU MOVE YOUR MAN OVER 400, GRATOR WILL BE"
164 "THE SPACE '1' BAR, THE ALPHA '1' LOCK KEY IS DOWN ..GOODLUCK!!"
165 PRINT "PLEASE MAKE SURE THE ALPHA"
166 PRINT "PRESS ANY KEY TO CONTINUE..."
167 CALL KEY(0,KEY)
168 IF KEY=0 THEN 216
169 CALL CLEAR
170 RETURN

```



This is a version of that world famous arcade game featuring a leaping amphibian which you've all come to know and love. The aim of the game is to help your friendly frog reach the safety of a lily-pad. He does this by crossing a road and a river — helped out by turtles and floating logs. There is a clock which gives you just 90 seconds to negotiate the road and the river — if you don't make it in time then again you'll lose a life. When you have helped five frogs to safety you move onto the next screen.

Screen two is the same as the first screen, but on screen three the road becomes even more dangerous with a heavy build up of fast moving traffic. A snake appears on this screen — which can give your frog a deadly bite.

The game also features a hi-score Hall of Fame — so you can show off to all your friends if you get a really good score!

Control keys are: W for up, S for down, H for left and J for right. You get three lives. Scoring is as follows — you get 10 points for each leap forward, 50 points when you safely guide a frog to a lily-pad and 1000 points plus an extra life if you manage to complete a screen.

```

1 LET H=0
2 GOSUB 7000
3 LET L=3
4 LET L0=0
5 LET P=1
6 LET X=1
7 LET X1=31
8 LET P1=31
9 LET S=0
10 LET SC=1
11 LET SS=0
12 REM GETTING R IF STAGE
13 PRINT AT 2,0:
14
15
16
17 PRINT AT 2,12: "E.C.L.E.N."; CHR
18 (50+155)
19 PRINT AT 14,0:

```

```

20 FOR F=15 TO 19
21 PRINT AT F,0:
22
23 NEXT F
24 PRINT
25
26 LET PP=0
27 LET A=PEEK 16396+R85*PEEK 1
28
29 LET ZZ=PEEK 16396+256*PEEK
30
31 PRINT AT 0,0: "E.C.L.E.N."; S:AT
32 0,12; "E.C.L.E.N."; H:AT 0,23; "E.C.L.E.N."
33
34 LET TT=30
35 PRINT AT 1,9: "BY """"; N$; """"
36
37 PRINT AT 21,0: "TIME
38
39 REM GETTING R IF STAGE
40
41 LET EV="IT
42
43
44
45 IF SC>2 THEN LET ES="IIII
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430 LET SS=SS+1
440 IF SS=3 THEN LET SS=0
450 LET X=X+1
460 LET X1=X-1
470 IF X=3 THEN LET X=1
480 IF X1=0 THEN LET X1=33
510 IF NN=PEEK R
520 LET PP=NN
530 IF NN=0 THEN GOTO 2000
540 IF NN=104 THEN GOTO 2000
550 IF NN=105 THEN GOTO 2000
560 IF NN=21 THEN GOTO 2000
570 REN
580 IF A=ZZ THEN GOTO 4000
590 IF A<ZZ AND R<(ZZ+6) THEN G
GOTO 2000
600 IF A=(ZZ+6) THEN GOTO 4000
610 IF A<(ZZ+6) AND A<(ZZ+12) T
HEN GOTO 2000

```

```

4040 POKE A+1,27
4050 IF L0=5 THEN GOTO 4100
4070 GOTO 32
4100 REN
4105 PRINT AT 10,0;"
4110 PRINT AT 10,0;"
4120 LET S=5+1000
4130 PRINT AT 0,7;5
4140 FOR T=0 TO 100
4150 NEXT T
4155 LET L0=0
4160 LET S0=S0+I
4170 LET L=L+1
4180 GOTO 15
5000 REM
5005 CLS
5010 PRINT AT 3,0;"
OVER
5020 IF S>N THEN GOTO 5400

```

GRME



```

510 IF R=(ZZ+12) THEN GOTO 4000
515 IF A<(ZZ+12) RND A<(ZZ+18)
520 IF A<(ZZ+18) THEN GOTO 4000
525 IF A<(ZZ+18) RND R<(ZZ+24)
530 IF A<(ZZ+24) THEN GOTO 4000
535 IF A<(ZZ+24) RND A<(ZZ+27)
540 IF A<(ZZ+27) THEN GOTO 4000
545 IF NN=52 THEN LET R=A+1
550 IF NN=136 THEN LET R=A-1
555 LET K=3
560 REN
570 IF INKEY$="H" THEN LET K=K-
2
580 IF INKEY$="J" THEN LET K=K+
58
590 IF INKEY$="U" THEN LET S=S+
60
610 IF INKEY$="S" THEN LET K=K+
62
630 IF INKEY$="Q" THEN LET S=S+
64
650 LET A=K
660 POKE R,151
670 POKE R,PP
680 LET TT=TT-(1/2)
690 PRINT AT 21,TT;" "
700 IF TT=5 THEN GOTO 1900
710 GOTO 60
720 POKE A,100
730 FOR T=0 TO 30
740 PRINT AT 21,0;"",AT 21,
750 "TNE"
760 NEXT T
770 REN
780 IF T=0 TO 10
790 POKE A,150
800 NEXT T
810 LET L=L-1
820 IF L=0 THEN GOTO 5000
830 IF A=PEEK 16398+256*PEEK 1
840 LET A=PEEK 16398+256*PEEK 1
850 GOTO 35
860 REN
870 LET S=5+500
880 LET L0=L0+1
890 POKE A-1,33
900 POKE R,20

```

```

5030 PRINT AT 7,0;"YOUR FINAL SC
5040 ARE WRS",5
5050 PRINT AT 19,0;" RNOTHER
5060 (Y OR N)"
5070 INPUT N$
5080 IF N$="Y" THEN GOTO 5050
5090 IF N$="Y" THEN GOTO 5050
5100 IF N$="Y" THEN STOP
5110 REN
5120 LET N=5
5130 PRINT AT 5,0;" WELL DONE Y
OU HAVE ATTRINED TODAY'S HIGNES
SCORE SO FR."
5140 PRINT AT 8,0;" INPUT
YOUR NAME (NRX OF
10 LETTERS)"
5150 INPUT N$
5160 IF LEN N$>10 THEN GOTO 5520
5170 PRINT AT 15,0;"R SCORE OF "
5180 "N$
5190 GOTO 5640
5200 CLS
5210 GOTO 3
5220 PRINT AT 3,4;"FROG

```

```

530A
7010 PRINT AT 9,9;"BY M. UNYSALL
7015 PRINT AT 10,2;"PRESS N/L TO
PLAY "FROGG"
7020 INPUT L$
7030 LET N$="?????????"
7040 IF L$="Y" THEN GOTO 7100
7100 CLS
7500 RETURN
9000 SAVE "FROGG"
9010 GOTO 1

```



You have to be a really slippery customer to master Sid the Snake. He zaps around the screen eating tasty snacks as he goes — and growing longer all the time. Sid moves faster after each meal and it requires split second timing to control him. You must keep Sid clear of the walls — and there are some poisonous

morsels dotted around among Sid's snake food which he must not eat. You must also stop Sid running into his own tail — a difficult task as he grows longer and longer. Control Sid using D for up, Space for down, X for left and C for right. Full instructions are included in the program.

```

1 Q=-1
2 GOT0500
3 SC=8
4 N=8
5 P=100
6 PRINT"J"
7 POKES328),8
8 FOR T=1824 TO 1863 POKET,168 NEXT
9 FOR T=1863 TO 2823 STEP 48 POKET,168 NEXT
10 FOR T=2823 TO 1984 STEP -1 POKET,168 NEXT
11 FOR T=1984 TO 1824 STEP -48 POKET,168 NEXT
12 A1=1681 A2=1682 A3=1683 A4=1684 A5=1685 A6=1686 A7=1687 A8=1688 A9=1689
13 B1=1610 B2=1611 B3=1612 B4=1613 B5=1614 B6=1615 B7=1616 B8=1617
14 FOR T=1020 X=INT(RND(1)*554)+41
15 POKET1824+X,168
16 NEXT T
17 POKER1,56 POKER2,81 POKER3,81 POKER4,81 POKER5,81 POKER6,81 POKER7,81
18 POKER8,81 POKER9,81 POKER1,81 POKER2,81 POKER3,81 POKER4,81 POKER5,81
19 POKER6,81 POKER7,81 POKER8,32
20 FOR T=1 TO 18 X=INT(RND(1)*912)+41
21 IF PEEK(1824+X) < 32 THEN X=INT(RND(1)*912)+41 GOT055
22 POKET1824+X,182 POKES5296+X,1
23 NEXT T
24 GETP: IFRS="D" THEN Q=-48
25 IFRS=" " THEN Q=40
26 IFRS="X" THEN Q=-1
27 IFRS="C" THEN Q=1
28 B8=B7 B7=B6 B6=B5 B5=B4 B4=B3 B3=B2 B2=B1 B1=A9 A9=A8 A8=A7 A7=A6 A6=A5
29 A5=A4 A4=A3 A3=A2 A2=A1 A1=A1+Q
30 IF PEEK(A1)=168 THEN 380
31 IF PEEK(A1)=81 THEN 380
32 IF PEEK(A1)=182 THEN SC=SC+10 N=N+1 P=P-5:00S02800
33 IF N=10 THEN 288
34 POKER1,56 POKER2,81 POKER3,32
35 FOR T=1 TO P NEXT
36 GOT0100
37 FOR T=1 TO 20 X=INT(RND(1)*559)+48
38 POKET1824+X,168
39 NEXT T
40 FOR T=1 TO 10 POKES4277,64 POKES4276,17 POKES4273,17 POKES4272,37
41 POKES4276,0 POKES4277,8 POKES4273,0

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223 FORKL=1T0100 NEXT POKE54277,128 POKE54276,17 POKE54273,48 POKE54272,43
225 FORKL=1T0100 NEXT POKE54276,0 POKE54277,0 POKE54273,0 NEXTT
230 FORT=1T010 X=INT(RND(1)*912)+41
235 IFPEEK(1024+X)<>32THENX=INT(RND(1)*912)+41 GOT0235
240 POKE1024+X,102 POKE53296+X,1
250 NEXTT
260 N=0
270 GOT0155
300 PRINT"J"
305 PRINT"##### HONOUR BOARD "
310 PRINT"##### YOUR SCORE WAS "SC
311 IFSC>5THENPRINT"##### PLEASE ENTER YOUR NAME" GOT0400
312 PRINT" 1ST HIGHEST SCORE BY "B1" WAS "H1
313 PRINT" 2ND HIGHEST SCORE BY "B2" WAS "H2
314 PRINT" 3RD HIGHEST SCORE BY "B3" WAS "H3
315 PRINT" 4TH HIGHEST SCORE BY "B4" WAS "H4
316 PRINT" 5TH HIGHEST SCORE BY "B5" WAS "H5
320 PRINT"##### WANT ANOTHER GO (Y/N) ?"
330 GETT$ IF T$="Y" THEN POKE53281,8 GOT01
340 IF T$="N" THEN END
350 GOT0330
400 IFSC>H1 THEN H5=N4 N4=H3 H3=H2 H2=N1 N1=SC E$=D$
D$=C$ C$=B$ B$=R$ GOT0400
410 IFSC>H2 THEN H5=N4 N4=H3 H3=N2 N2=SC E$=D$ D$=C$ C$=B$ INPUT$ GOT0312
420 IFSC>H3 THEN H5=N4 H4=H3 H3=SC E$=D$ D$=C$ INPUT$ GOT0312
430 IFSC>H4 THEN H5=N4 H4=SC E$=D$ INPUT$ GOT0312
440 H5=SC INPUT$ GOT0312
450 INPUT$ GOT0312
500 PRINT"##### BY JUSTIN VETTA "
510 PRINT"##### SNAKES 64 "
515 PRINT"##### "
520 PRINT"##### SNAKES "
530 PRINT"##### "
540 PRINT"##### "
541 PRINT"##### 6 4 "
542 PRINT"##### "
543 PRINT"##### "
550 PRINT"##### YOU ARE A SNAKE TRAVELING AROUND"
560 PRINT"##### THE SCREEN, YOU MUST EAT THESE W TO"
570 PRINT"##### GET ONTO A NEW SHEET, REMEMBER YOU"
572 PRINT"##### YOU MUST NOT EAT THESE W EVERY"
573 PRINT"##### TIME YOU EAT W YOU MOVE FASTER, YOU"
575 PRINT"##### MUST NOT EAT W THE WALL OF YOUR TAIL"
590 PRINT"##### PRESS SPACE TO CONTINUE"
600 GETT$ IF T$=" " THEN GOTO
610 GOT0600
640 PRINT"##### YOU ARE #####
650 PRINT"##### THE CONTROLS ARE
660 PRINT"##### "
670 PRINT"##### "
675 PRINT"##### "
680 PRINT"##### W - "C"
685 PRINT"##### "
690 PRINT"##### "
695 PRINT"##### SPACE "
700 PRINT"##### PRESS SPACE TO START PLAY"
710 GETT$ IF T$=" " THEN POKE53281,1 GOT05
720 GOT0700
800 POKE54296,15
810 FORT=1T0100 POKE54277,64 POKE54276,17 POKE54273,17 POKE54272,37
915 FORKL=1T0100 NEXT POKE54276,0 POKE54277,0 POKE54273,0 NEXTT
820 RETURN

```



● **GAME: CAVERN BLAST**

● **AUTHOR: PETER POTHERGILL**

● **RUNS ON: A SPECTRUM IN 16K**

Aliens have discovered your underground fortress — and they are making an all out attempt to destroy it. You are the commander of the fortress defence systems and control a laser blaster which you must use to shoot down the attacking aliens. A force shield protects the fortress — and you must protect the force shield. If an alien manages to blast it three times then the fortress will be destroyed.

The aliens come in two different shapes. The slow, green ones are battle cruisers. The fast yellow ones are star fighters. You score 30 points for a green alien, 50 for a yellow one. At 1,000 and 2,500 you'll get an extra life plus a 200 point bonus. A high score table is included to record your best efforts.

The program includes machine code sound effects. These are poked in from lines 75 to 90 and called using LET L=USR 65000 and LET I=USR 65030. From these two calls an array of sounds is produced by poking in subsequent numbers throughout the program.

On levels two and three when the two millipedes appear and drop bombs some of the machine code sound effects are called and the program stops. This can be cured by omitting line 3270.

**Variables:**

ax=vertical co-ordinate of your cannon.  
bx=horizontal co-ordinate of your cannon.  
cx=vertical co-ordinate of fast alien ship.  
dx=horizontal co-ordinates of fast alien ship.  
ex=vertical co-ordinate of slow alien ship.  
fx=horizontal co-ordinate of slow alien ship.  
sc=score.  
li=lives left.



```

2 REM
LS BORDER 0 PRPR 0: INK 7: 0
9 REM Data for UOGs
10 FOR f=0 TO 7
  RERO 3: POKE USA,CHR$(144+f)+9
20 NEXT f
20 ORTR 192,240,60,127,127,60,
240,192
30 DATA 0,0,0,255,255,0,0,0
40 DATA 0,1,31,255,127,31,1,0
50 DATA 48,248,24,230,230,24,2
10,48
60 ORTR 24,73,214,143,47,216,3
4,24
70 DATA 0,12,52,199,255,62,12,
52,15
80 DATA 15,62,124,216,216,124,
52,15
90 DATA 255,1,1,1,1,1,255
490 REM Game Instructions
500 PRINT AT 3,0:"YOU COMHARNO R
510 HIGEN CANNON WHICH PROTECT
520 CRUERN,BY HOING YOUR CANNON U
530 AND DOWN THE FORTRESS ENER
540 SHIELD YOU MUST BLAST THE ATT
550 SHIELD YOU LOSE A LIFE WHEN THE
560 Y HIT THREE TIMES THE FORTRESS
IS DESTROYED!!"
510 PRINT AT 12,0: INK 6;"UP="
520 DOWN="Z" FIRE="6"
530 PRINT AT 14,0: INK 6;"
540 HOLD=" "
550 PRINT AT 16,0: INK 3;" 30
560 POINTS 50 POINTS"
570 PRINT AT 18,0: INK 4;"
580 PRINT AT 19,13: INK 6;"
590 Cannon at 1000 points,AT 10,12
and 2500 points
600 PRINT AT 19,3: PAPER 1;"PRE
610 KEY TO START"
620 PRINT AT 21,1: INK 3;"@ PET
630 FOTMERRILL 1565
640 FOR f=2 TO 6
650 PRINT AT 0,0: INK f;"CA
HERN BLAST
660 IF INKEYS="" THEN CLS : GO
TO 1000
670 PAUSE 14
680 NEXT f
690 GO TO 570
999 REM Cavern scenery
1000 FOR f=5 TO 16
1005 BEEP .005,20
1010 PRINT AT f,0: INK 6; PAPER
1020 NEXT f
1030 FOR f=0 TO 256
1040 PLOT INK 2;f,175
1050 ORRU INK 2;0,RND*-30+9
1060 PLOT INK 0;f,RND*-30+9
1070 ORRU INK 2;0,RND*-30+9
1080 NEXT f
1090 REM Variables
1100 LET ax=12
1110 LET bx=1
1120 LET cx=INT (RND*10)+6
1130 LET dx=28
1140 LET ex=INT (RND*10)+6
1150 LET fx=28
1160 LET sc=0
1170 LET li=3
1180 FOR f=0 TO 20 STEP 5
1190 FOR f=10 TO 20 STEP 3: BEEP
.01,f+9: NEXT f
1200 PRUSE 3, NEXT 9
1210 REM Main Loop
1220 PRINT AT ax,bx: INK 5;"
1230 IF INKEYS="" AND ax=5 THEN
LET ax=ax-1: BEEP .001,60: PRIN
AT ax+1,bx;"
1240 IF INKEYS="z" AND ax<16 THE
N LET ax=ax+1: BEEP .001,66: PRI
NT AT ax-1,bx;"
1250 IF INKEYS="p" THEN GO SUB 3
000
1260 IF INKEYS="h" THEN PAUSE 0
1270 PRINT AT cx,dx: INK 6;"
1280 PRINT AT ex,fx: INK 4;"

```

```

1290 LET dx=dx-2
1300 LET fx=fx-2
1310 IF dx=0 THEN GO SUB 3500
1320 IF fx=0 THEN GO SUB 3500
1330 IF sc=1000 AND sc<1100 THEN
GO SUB 3700
1340 IF sc<2500 AND sc<2600 THEN
GO SUB 3700
1350 PRINT AT 0,0: PAPER 2;"SCOR
E: "
1360 PRINT AT 0,20: "LIVES ";li
1370 GO TO 1500
1380 NEXT 9: NEXT f
1390 FOR f=1 TO 29 STEP 3
1400 PRINT AT ax,bx+f: INK 1;"
1410 NEXT f
1420 BEEP .004,20: BEEP .004,40
1430 PRINT AT ax,bx+1;"
1440 IF ax=ex THEN PRINT AT cx,d
x: INK 6; PAPER 2;"
1450 FOR f=0 TO 55: NEXT f
1460 LET sc=sc+50: PRINT AT cx,dx:f: L
ET cx=INT (RND*10)+6: LET dx=20
1470 IF ax=ex THEN PRINT AT ex,f
: INK 6; PAPER 2;"
1480 FOR f=0 TO 4: BEEP .001,55: NEXT f
1490 LET sc=sc+30: PRINT AT ex,fx+1: L
ET cx=INT (RND*10)+6: LET fx=28
1500 RETURN
1510 LET li=li-1
1520 PRINT AT 0,31: PAPER 2; PLA
CE 1,li
1530 FOR f=0 TO 5
1540 FOR f=7 TO 1 STEP -1
1550 PRINT AT 3x,bx: INK 9;"
1560 BEEP .001,9,55
1570 NEXT 9: NEXT f
1580 PRINT AT cx,dx+1:"
1590 PRINT AT ex,fx+1:"
1600 IF li=0 THEN GO TO 4000
1610 LET dx=28
1620 LET fx=28
1630 RETURN
1640 PRINT AT 11,0: INK 4;"BONUS
GUN: "
1650 INK 5;"
1660 INK 5;"200 P
OINTS"
1670 FOR f=0 TO 1
1680 FOR f=0 TO 40 STEP 4
1690 FOR f=0 TO 15 STEP 4
1700 BEEP .02,f+9: NEXT f
1710 NEXT f
1720 NEXT n
1730 LET li=li+1
1740 FOR f=1 TO 40: LET sc=sc+5:
BEEP .001,45: PRINT AT 0,6; PAP
ER 2;sc: NEXT f
1750 FOR f=5 TO 27
1760 PRINT AT 11,f:"
1770 PRINT AT cx,dx:"
1780 NEXT f
1790 LET dx=28: LET fx=28
1800 RETURN
1810 PRINT AT 10,7:"O A H E O U
E R"
1820 FOR f=0 TO 100: BORDER 7: 0
UT 34000,20: BORDER 0
1830 FOR f=0 TO 100: BORDER 7: 0
UT 34350,100: OUT 34300,20: BORD
ER 0: NEXT f
1840 FOR f=0 TO 1
1850 BEEP .1,-20: BEEP .1,-20: B
EEP .1,-17: BEEP .1,-23
1860 NEXT f
1870 PRINT AT 12,3:"CAVERN FORTR
ESS DESTROYED"
1880 FOR f=-15 TO -35 STEP -5
1890 BEEP .13,f
1900 NEXT f
1910 PRINT AT 14,7;"YOU HAVE FAI
LED!"
1920 FOR f=0 TO 55
1930 BEEP .005,10: BEEP .005,20
1940 BEEP .005,0
1950 NEXT f
1960 CLS : GO TO 500
9999 REM USER DEFINED GRAPHICS
A = > B = - C D = <
E = * F G = < H = >
9999 SAVE "CAVERN" LINE 1

```

GAME: MILLIMAN

AUTHOR: IAN JAMIESON

RUNS ON: A SPECTRUM IN 16K

```

5 CLEAR 64999
10 FOR n=0 TO 15:0-1
20 READ a: POKE USA "a"+n,a
30 NEXT n
40 DATA 60,126,255,a,a,a,126,6
5 42 DATA a,110,255,240,a,255,12
6 44 DATA 24,a,219,126,a,60,a,0
7 46 DATA 60,110,255,15,a,255,12
8 48 DATA 0,126,129,195,255,a,12

```

```

5,60 DATA 0,96,159,151,101,0,0,0
52 DATA 1,3,7,15,31,63,127,255
54 DATA 120,192,224,240,240,255
56 DATA 146,84,56,254,56,84,14
58 DATA 0,28,62,26,54,65,34,28
60 DATA 40,56,16,56,a,a,a,16
62 DATA a,a,a,127,83,a,28,54
64 DATA 12,12,26,126,60,60,96
66 DATA 24,88,72,126,26,60,70,
68 DATA 60,126,219,255,231,231
70 FOR n=55000 TO 55020
72 READ a: POKE n,a: POKE n+30
74 NEXT n
76 FOR n=1 TO 14: READ a,b
78 POKE a,b: NEXT n
80 DATA 6,20,197,30,0,3,17,1,0
82 DATA 285,101,0,225,17,18,0,167,2
84 DATA 8,32,240,193,16,253,201,0,0
86 DATA 65031,1,65034,15,65035
88 DATA 1,65045,100,65045,90,a+1,125,a+1
90 DATA a+1,255,a+1,32,a+1,237,a+1
92 DATA a+1,15,a+1,230,a+1,201
94 LET a=0
96 REM *****
100 LET r=0: LET c=1
102 LET l=3
104 LET bk=0: LET cr=0
106 LET x=1: LET y=27
108 RESTORE 135
110 READ a
112 DATA "*****"
114 LET sc=0
116 LET sv=1: LET st=0: LET ky=
118 LET pc=4
120 LET li=5: LET py=0
122 LET p=1
124 IF a=1 THEN GO TO 195
126 DIM h(6): DIM n$(6,3)
128 FOR n=1 TO 6
130 LET n$(n)="???"
132 NEXT n
134 GO SUB 8000
136 REM *****
138 BRIGHT 0 BORDER 5: PAPER 7

```

Who wants to be a millionaire — you all do! Well, here's your chance. All you have to do is guide Max the Milliman among the giant tulips — picking up all the £1 and £5 notes you can find. To score points you must deposit your haul in your personal safe deposit box at the bank.

Unfortunately you keep misplacing the key to the vault and you must find it among the tulips before you can get to the bank. Also chasing the cash are two bomb dropping millipedes and a ravenous Pacman! To pick up your key or a bank-note you must position Max over it — the same applies when you want to deposit money at the bank. To move on to the next screen you must return home.

Each screen will only end when the Pacman character has reached a third of the way up the screen. The Pacman will also occasionally drop a ring — which is worth bonus points if Max collects it.

After the easy first screen a millipede will appear and drop bombs — beware of leaving Max on the line below the buildings as this is where the millipede appears.

If Max runs into a tulip, hits the Pacman or is hit by a bomb you'll lose a life. Each successive screen has more tulips to tiptoe through and two millipedes appear. Control keys are: 7=up, 6=down, 5=left, 8=right.

**IMPORTANT NOTE:** Please remember to add line 9077 LET ky=0. Lines 102 and 8335 may be omitted.

Loops:

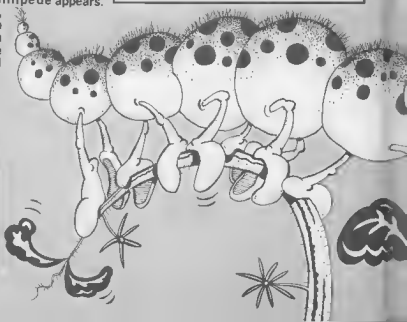
n,m: general loop variables.  
p: x-co-ordinate of Pacman.

Flags:

Ky: key in possession

(1)YES(0)NO

Rg: Ring dropped (1)YES(0)NO



```

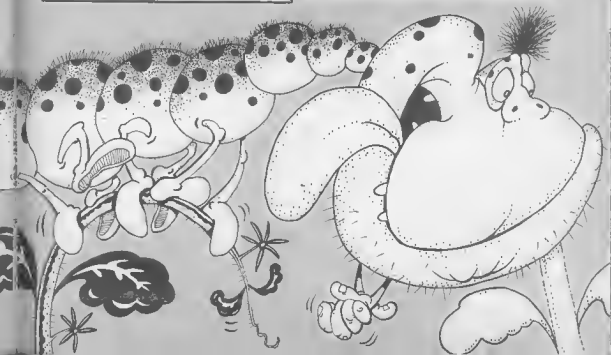
INK 0: CLS
210 PRINT AT 0,0;" "
220 PRINT AT 1,0;" PAPER 0; INK
" BARK"
330 PRINT AT 0,14;" "
440 PRINT AT 1,14;" PAPER 0; INK
" SHOD"
550 PRINT AT 0,20;" "
660 PRINT AT 1,20;" PAPER 0; INK
" HOME"
370 FOR n=2 TO 20
380 LET f=INT (RND*32)
390 IF ATTR (n,f)<56 THEN GO T
O 200
300 PRINT INK INT (RND*3+1);AT
f;"0"
305 PRINT INK 4;AT n+1,f;"#"
310 NEXT n
320 FOR n=2 TO 20 STEP 2
330 LET f=INT (RND*31)
340 IF ATTR (n,f)<56 OR ATTR (
f+1)<56 THEN GO TO 300
350 IF RND*.9 THEN PRINT AT n,f
PAPER 5; INK 0;"25" GO TO 370
360 PRINT AT n,f; INK 0; PAPER
5;"1"
370 NEXT n
371 LET q=14*WY
372 LET f=INT (RND*32)
373 IF ATTR (q,f)<56 THEN GO T
O 271
374 PRINT AT q,f; PAPER 6; INK
0;"2"
375 IF WY=1 THEN GO TO 400
380 FOR n=1 TO WY*2-2
390 LET f=INT (RND*19*2)
400 LET f=INT (RND*32)
410 IF ATTR (q,f)<56 OR ATTR (
q+1,f)<56 THEN GO TO 385
420 PRINT INK INT (RND*3+1);AT
q,f;"0"; INK 4;AT q+1,f;"#"
430 NEXT n
400 REM *****
400 FOR p=21 TO 2 STEP -1
425 LET PY=PY+PA
410 PRINT AT p,PY;$(PC)
420 POKE 65037,0. LET l=USR 650
30

```

```

420 GO SUB 1000
425 IF P=X AND PY=Y THEN POKE 6
5037,2. LET l=USR 65030. LET l=U
SR 65030: GO TO 9500
430 IF #1 AND RND>.95 THEN GO T
O 3100
450 IF (PY=31 AND PA=1) OR (PY=
0 AND PA=-1) THEN GO TO 3000
460 PRINT AT p,PY;" "
465 IF NOT f9 AND RND>.95 AND P
APER 6;"A" LET f9=1
470 GO TO 405
990 REM *****
1045 LET f=x; LET h=y
1050 IF INKEY$="7" AND x<>1 THEN
LET x=x-1
110 IF INKEY$="6" AND x<>21 THEN
LET x=x+1
1120 IF INKEY$="8" AND y<>0 THEN
LET y=y-1; LET c=3
1130 IF INKEY$="8" AND y<>31 THE
N LET h=y+1; LET c=2
1140 IF ATTR (x,y)<56 THEN GO T
O 4000
1200 PRINT AT f,h;" "
1210 PRINT AT x,y;$(c)
1300 RETURN
2999 REM *****
3000 PRINT AT p,PY;" "
3005 LET PA=1-2*(PA=1)
3007 LET PC=4+(PC=4)
3008 LET PY=-1+33*(PY=31)
3010 NEXT p
3015 GO TO 9000
3099 REM *****
3100 FOR n=0 TO INT (RND*12)
3102 POKE 65037,0
3105 PRINT AT 2,n;"0"
3110 LET l=USR 65030
3120 PRINT INK INT (RND*4);AT 2,
n;"0"
3130 NEXT n
3190 LET b=0
3240 PRINT AT 2,n;"0"
3250 FOR m=3 TO 20
3260 PRINT AT m,n;"1"

```



```

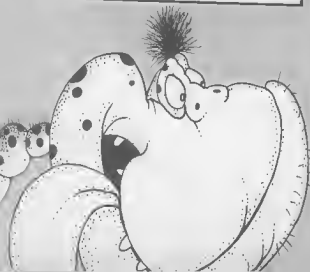
3270 POKE 65037,1: LET I=USA 650
3280 PAINT AT 2,0: " " NEXT B
3290 PAINT AT 2,0: " "
3300 POKE 65037,5: LET I=USA 650
3310 PAINT AT 19,n-1: " " AT 20
3320 " " AT 21,n-1: " "
3330 POKE 65037,9: LET I=USA 650
3340 PAINT AT 19,n-1: " " AT 20
3350 " " AT 21,n-1: " "
3360 IF a1=2 AND NOT b THEN GO TO 5500
3370 PAINT AT 2,0: " "
3380 IF SCREENS (x,y)=" " THEN GO
TO 9500
3390 GO TO 450
3400 FOR n=31 TO INT (ANO+15+17)
STEP -1
3410 PAINT AT 2,n: " "
3420 POKE 65037,0: LET I=USA 650
3430
3440 PAINT AT 2,n: INK INT (RND*
4)
3450 NEXT n
3460 PAINT AT 2,n: " "
3470 LET b=1
3480 GO TO 3200
3490 AEM *****
3500 LET a1=ATTN (x,y)
3510 IF a1=52 THEN LET cr=cr+1:
GO TO 4100
3520 IF a1=40 THEN LET cr=cr+5:
GO TO 4100
3530 IF a1=56 AND a1=61 THEN GO
TO 4200
3540 IF a1=45 THEN LET ky=1: GO
TO 4400
3550 IF a1=7 AND ky THEN GO TO 4
200
3560 IF a1=5 AND cr=5 THEN LET c
r=cr-5: GO TO 4090
3570 IF a1=5 AND p<15 THEN GO TO
4024
3580 IF a1=50 THEN LET cr=cr+20:
PAINT AT x,y: " " AT f,h: " " PO
KE 65037,2: LET I=USA 65030: GO
TO 1230
3590 LET x=f: LET y=h
3600 GO TO 1200
3610 IF SCREENS (x,y)=" " THEN P
RINT AT x,y: " " GO TO 1200
3620 PAINT AT x,y-1: " " GO TO 1
200
3630 PAINT AT x,y: " " AT f,h: " "
3640 POKE 65001,5: POKE 65005,2
3650 LET I=USA 65000
3660 POKE 65005,5: LET I=USA 660

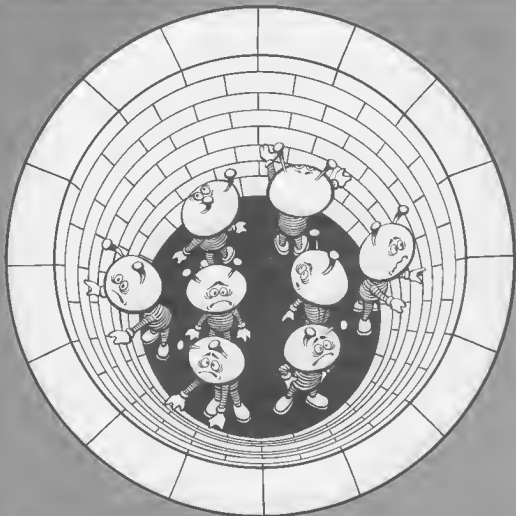
```

```

4240 FOR n=1 TO 100: NEXT n
4250 GO TO 9500
4260 PAINT AT x,y: " " AT f,h: " "
4270 POKE 65001,5: POKE 65005,5
4280 LET I=USA 65000
4290 GO TO 1200
4300 LET bk=bx+cy
4310 LET sc=sc+10*cy
4320 LET cr=0: LET x=f: LET y=h
4330 POKE 65037,9: LET I=USA 660
30: GO TO 1200
7999 AEM *****
8000 BORDER 0: PAPER 0: INK 0: B
RIGHT 1: CL5
8010 PAINT AT 1,13: "TODAYS": AT 5
,14: "BEST"
8020 FOR n=5 TO 15 STEP 2
8030 PAINT AT n,11: PAPER 4: INK
0: "000000"
8040 PAINT AT n,17: LEN STAS h((n
+1)/2-2): PAPER 4: INK 0: h((n+1)
/2-2)
8050 PAINT AT n,16: INK 0: PAPER
4: n*((n+1)/2-2)
8060 NEXT n
8070 PAINT " " PAESS ANY KEY
TO START
8080 PAUSE 1: PAUSE 0
8090 RETURN
8100 PAINT h(1): " " sc
8110 AEM *****
8120 CL5
8130 POKE 65037,0
8140 FOR n=1 TO 10
8150 LET I=USA 65050
8160 NEXT n
8170 PAINT AT 0,8: "UAVE ": wv: " C
OMPLETED
8180 POKE 65037,4: LET I=USR 650
30
8190 LET sc=sc+50*wv
8200 LET wv=wv+1
8210 IF wv=5 THEN LET wv=6
8220 LET a1=a1+1
8230 IF a1=2 THEN LET a1=2
8240 LET r=0: LET pc=4
8250 LET x=1: LET y=27: LET p=1
8260 LET cy=0: GO TO 800
8270 AEM *****
8280 CL5
8290 LET li=li-1
8300 IF li=0 THEN GO TO 9550
8310 PAINT AT 0,8: "LIVES REMAINI
NG=": li
8320 POKE 65001,50: POKE 65005,1
: LET I=USA 65000
8330 LET pc=4: LET x=1: LET y=27
8340 LET p=1: LET cy=0: LET cr=0:
LET ky=0: LET r=0
8350 GO TO 800
8360 PAINT AT 0,11: "GAME OVER"
8370 PAUSE 1: PAUSE 100
8380 IF sc>h(16) THEN GO TO 9500
8390 PAINT AT 12,4: "Press any ke
y to
start"
8400 PAUSE 1: PAUSE 0: GO TO 100
8410 FOR n=5 TO 1 STEP
-1
8420 IF sc<h(n) THEN GO TO 9700
8430 NEXT n
8440 IF n+1=5 THEN LET h(n)=sc:
GO TO 9800
8450 FOR a=6 TO n+1 STEP -1
8460 IF h=a1 THEN LET h(a)=sc: GO
TO 9600
8470 LET h(a)=h(a-1)
8480 LET n=a-1
8490 LET h(n+1)=sc
8500 CL5
8510 PAINT AT 1,1: "UELL DONE! YO
U HAVE ONE OF THE "AT 5,1: "HIGH
SCORES. PLEASE ENTER YOUR AT 5:
INITIALS 15 CHARACTERS MAX."
8520 INPUT b$: IF LEN b$<3 THEN
GO TO 9520
8530 LET n=(n+1)=b$( TO 3)
8540 LET a=1: GO TO 110

```





The Wumpus is a much sought after creature — even though it smells awful! You can sniff a Wumpus when it is in the next town! Perhaps because of its scent — but more probably because it is extremely shy — it tends to hide in out of the way places. The Wumpus you are attempting to track down has retreated into a disused labyrinth, once the home of some Greek monster — half man, half bull — you may have already heard about him. Anyway following an unfortunate encounter with a

Greek Warrior, this monster is now deceased and the Wumpus has taken over. Your task is to enter the labyrinth, kill the Wumpus and get out again! The labyrinth is a network of caves and corridors — and some of the caves have some surprises in store for the Wumpus hunter — but we'll leave those for you to discover. Full instructions are included in the listing. Good hunting!

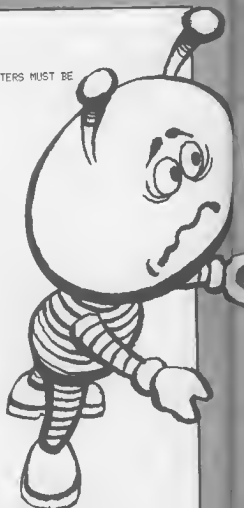
# NAME: WUMPUS HUNT

## CONTINUED

```

1 PEM"
2 PEM" WUMPUS HUNT
3 REM"
4 REM" BY P. BOTTING
5 REM"
6 PEM THE LINES WHICH ARE LONGER THAN 88 CHARACTERS MUST BE
7 REM ENTERED WITH AT LEAST ONE BASIC WORD
8 PEM ABBREVIATED (VIC MANUAL P.133)
9 PEM ---<< (C) P.BOTTING 1983 >>---
10 PRINTND(-TI)
20 GOSUB2010
30 FORT=1T0100:NEXTT
40 PRINT"IN THE PREPARE TO ENTER THE M Labyrinth!!"
50 REM=====
60 REM=INITIALIZE==
70 REM=====
80 DIMA$(11,11):POKE36878,10:HP=2
90 DEF FNA(Z)=INT(RND(Z)*10+1)
100 WX=FNA(1) WY=FNA(1):X=FNA(1):Y=FNA(1)
110 IFWX=XANDWY=VTNEN100
120 A$(WX,WY)="A WUMPUS"
130 A$(X,Y)="THE ENTRANCE"
140 FOPA=1T010:REM**SLIME PIT**
150 SY=FNA(1):SX=FNA(1):IFA$(SX,SY)<>"THEN150
160 A$(SX,SY)="A SLIME PIT" NEXTA
170 FOPA=1T07:REM**GOLD**
180 GX=FNA(1):GY=FNA(1):IFA$(GX,GY)<>"THEN180
190 A$(GX,GY)="A BAG OF GOLD":NEXTA
200 FOPA=1T03:REM**BOWS**
210 BX=FNA(1):BY=FNA(1):IFA$(BX,BY)<>"THEN210
220 A$(BX,BY)="A BOW":NEXTA
230 FOPA=1T03:REM**ARROWS**
240 AX=FNA(1):AY=FNA(1):IFA$(AX,AY)<>"THEN240
250 A$(AX,AY)="AN ARROW" NEXTA
260 FOPA=1T010:FOPB=1T010
270 IFA$(A,B)="THENA$(A,B)="NOTHING"
280 NEXTB,A:SP$="A SLIME PIT"
290 REM=====
300 REM=MAIN ROUTINE=
310 REM=====
320 GOSUB1400
330 POKE198,0:PRINT"IN THERE IS ",A$(X,Y):PRINT"IN THIS ROOM."
340 IFA$(X,Y)=SP$THENGOSUB1490 PRINT"YOU ARE DEAD,THE SLIMEN HAS KILLED YOU."
GOTO970
350 IFA$(X,Y)="A WUMPUS"THENGOTO770
360 IFA$(X+1,Y)=SP$ORAS(X-1,Y)=SP$ORAS(X,Y+1)=SP$ORAS(X,Y-1)=SP$THENGOSUB580
370 IFX-WX<-3ANDX-WX<3ANDY-WY<-3ANDY-WY<3THENPRINT"SMELL OF WUMPUS"
380 IFAND(1)<.05THENGOSUB1150
390 PRINT"?? ";
400 GETA$ IFA$=" "THEN400
410 PRINTA$ P=P-5
420 IFA$="P"THEN610
430 IFA$="N"ANDNP>0THEN1220
440 IFA$="G"THEN720
450 IFA$="O"THENGOTO380

```



```

460 IFA$="F"THEN GOSUB 780
470 IFA$="O"THEN IFA$(X,Y)="THE ENTRANCE"THEN 1130
480 IFA$="O"AND A$(X,Y) <> "THE ENTRANCE"THEN PRINT "HOW CAN YOU DO THAT?":GOTO 390
490 IFA$="N"THEN Y=Y+1 IF Y>10 THEN Y=Y-1:GOTO 590
500 IFA$="S"THEN Y=Y-1 IF Y<1 THEN Y=Y+1:GOTO 590
510 IFA$="E"THEN X=X+1 IF X>10 THEN X=X-1:GOTO 590
520 IFA$="W"THEN X=X-1 IF X<1 THEN X=X+1:GOTO 590
530 IFA$ <> "N"AND A$(X,Y) <> "E"AND A$(X,Y) <> "S"AND A$(X,Y) <> "O"THEN 390
540 GOTO 290
550 REM=====
560 REM==SUBROUTINES==
570 REM=====
580 PRINT "YOU SMELL A SLIME PIT":RETURN
590 PRINT "NO GO THAT WAY":GOTO 390
600 REM**TAKE COMMAND**
610 IFA$(X,Y)="NOTHING"THEN PRINT "THERE IS NOTHING TO PICK UP":GOTO 390
620 IFA$(X,Y)="A BOW"THEN BO=BO+1 BF=BF+10 PRINT "YOU PICKED UP THE BOW"
630 IFA$(X,Y)="AN ARROW"THEN AR=AR+1 AP=AP+10 PRINT "YOU PICKED UP THE ARROW"
640 IFA$(X,Y)="A BAG OF GOLD"THEN G=G+INT(RND(1)*9+1)*10:PRINT "YOU TOOK THE GOLD"
650 A$(X,Y)="NOTHING"
660 GOTO 390
670 GOSUB 1400:PRINT "THE DEATH CRIES FROM THE MUMPUS RING OUT THROUGH THE LABYRINTH"
680 PRINT "YOU ARE A HERO.", GOSUB 1710:PRINT "BUT CAN YOU GET OUT?!!??!"
690 A$(WX,WY)="A MUMPUS" WCAPASS" P=P+100
700 WD=1:FOR T=1 TO 1000 NEXT T:GOTO 390
710 REM**INVENTORY**
720 PRINT "YOU HAVE:" PRINT G," GOLD PIECES"
730 PRINT "AR:" ARROW(S)"
740 PRINT "BO:" BOW(S)"
750 PRINT "HP:" HELP CALL(S) LEFT"
760 PRINT "P+G+AP+BP," POINTS" GOTO 390
770 GOSUB 1840:PRINT "YOUR ENCOUNTER WITH THIS MUMPUS DID NOT GO WELL FOR YOU."
775 P=P-100 GOTO 390
780 REM**FIRE ROUTINE**
790 IF BO=0 OR AP=0 THEN PRINT "YOU CAN'T SHOOT":GOTO 390
800 GETA$ IFA$="THE 800
810 IFA$ <> "N"AND A$(X,Y) <> "E"AND A$(X,Y) <> "S"AND A$(X,Y) <> "O"THEN 800
820 IFA$="N"THEN FY=Y+1 FX=X
830 IFA$="S"THEN FY=Y-1 FX=X
840 IFA$="E"THEN FY=Y FX=X+1
850 IFA$="W"THEN FY=Y FX=X-1
860 PRINT "THE ARROW IS LOOSED UPON YOUR BOW ";
870 IFA$="N"THEN PRINT "TO THE NORTH"
880 IFA$="S"THEN PRINT "TOWARDS THE SOUTH"
890 IFA$="E"THEN PRINT "TO THE EAST"
900 IFA$="W"THEN PRINT "TOWARDS THE WEST"
910 GOSUB 1580:AR=AR-1
920 IFA$(FX,FY)="A MUMPUS"THEN 670
930 IF X>10 OR FX<1 OR FY>10 OR FY<1 THEN PRINT "IT HIT THE WALL AND BROKE":GOTO 390
940 IFA$(FX,FY)="NOTHING"AND RND(1)<.5 THEN A$(FX,FY)="AN ARROW"
950 PRINT "NOTHING HAPPENED"

```



## CONTINUED

```

960 GOTO390
970 FORT=1T0200:NEXTT
980 PRINT"OM YOU HAD:"
990 PRINT"WIG;"GOLD PIECES"
1000 PRINT"WAR:"ARROW(S)"
1010 PRINT"WBOW:"BOW(S)"
1020 PRINT"WHP:"HELP CALL(S) LEFT"
1030 PRINT"WP+G+AP+BP,"POINTS"
1040 PRINT"W WOULD YOU LIKE TO TRYM TO HUNT THE MUMPUS   M AGAIN?";
1050 GETA:IFA$< "Y"AND#< "N"THEN1050
1060 IFA$="Y"THENPRINT "YES":POKE36875,230
1070 IFA$="N"THENPRINT "NO" POKE36875,150
1080 FORT=1T0500 NEXTT
1090 POKE36875,0 FORT=1T0400:NEXTT
1100 IFA$="Y"THENPRINT"J".RUN
1110 PRINT"OM TRY AGAIN SOMETIME, M GOODBYE."
1120 FORT=1T01500 NEXTT PRINT"J" END
1130 IFUD=0THENPRINT"OM CHICKEN!" GOSUB1650 GOTO390
1140 PRINT"OMYOU ARE A <LIVE> NERO!":P=P+200:GOTO370
1150 PRINT"YLAPPING HOISES" GOSUB1940
1160 PRINT"MOH NO!":GOSUB1930:PRINT " A SUPER BAT":GOSUB1980
1170 PRINT"MIT HAS PICKED YOU UP!" GOSUB1940:GOSUB1940
1180 PRINT"AT LAST IT HAS DROPPEDYOU!" GOSUB2000
1190 V=FNA(1):X=FNA(1):IFA$(X,V)=SFTHENPRINT"MI INTO A SLIME PIT!"GOSUB1500:GOT
0970
1200 FORT=1T01800 NEXTT :GOTO330
1210 PEN**HELP CALL**
1220 HP=HP-1:P=P-100 PRINT"D>>>THE LABYRINTHC<<<<-----"
1230 FORA=1TO1STEP-1
1240 FORO=1TO10 PRINT"I".
1250 IFA$(O,A)=SP$THENPRINT"*".
1260 IFA$(O,A)="A MUMPUS"THENPRINT"H";
1270 IFA$(O,A)="A MUMPUS ACARCASS"THENPRINT"&#"
1280 IFA$(O,A)="THE ENTRANCE"THENPRINT"E";
1290 IFA$(O,A)="A BOW"THENPRINT"B";
1300 IFA$(O,A)="AN ARROW"THENPRINT"A".
1310 IFA$(O,A)="A BAG OF GOLD"THENPRINT"G",
1320 IFA$(O,A)="NOTHING"THENPRINT " ",
1330 HE'TO PRINTI "+++++++" NEXTA
1340 PRINT"J-----",
1350 PRINT"M",-FORA=1TO483 PRINT " ": FORT=1T03:NEXTT,A:GOTO330
1360 PEN=====
1370 REN=SOUND EFFECTS=
1380 PEN=====
1390 PEN**FOOTSTEPS**
1400 FARL=1TO10 POKE36877,200
1410 FOFM=1TO10:NEXTM POKE36877,0:FOPH=1TO100:NEXTH,L RETURN
1420 PEM**DEATH CRIES*
1430 FOPA=18TO1STEP-1:POKE36878,A+INT(PND(1)*3-1)
1440 FOPT=1T010
1450 POKEINT(PND(I)*3+36874),INT(RND(1)*30)+128
1460 FOPD=1T020:NEXTD,T
1470 NEXTA:POKE36877,120 FOPR=36874TO36877 POKEA,0:NEXT RETURN
1480 PEM**SLINE PIT**
1490 FOPR=230TO150STEP-1:POKE36875,A FORT=1T05:NEXTT,A
1500 POKE36875,0 FORT=1T0100 NEXTT

```

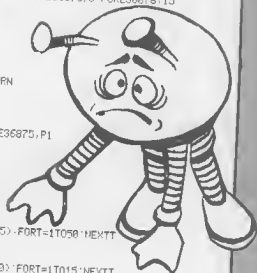




```

1510 FORA=190T0250STEP2:POKE36877,A:NEXTA POKE36877,0 FORT=1T0500:NEXTT
1520 FORA=1T010
1530 A=50-A*5 POKE36875,15-A
1540 POKE36875,0+130 FORT=1T020+0:NEXTT
1550 FORA=0T00+20STEP5 POKE36875,0A+130
1560 FORT=1T010:NEXTT,0A:POKE36875,0 FORT=1T0300:NEXTT,A:POKE36875,0:POKE36875,1
5:RETURN
1570 REM** ARPOW **
1580 FORA=1T03
1590 FORA=130+A*2T0130+A*4 POKE36875,0:NEXT0,A POKE36875,7
1600 FORA=1T04
1610 FORA=130T0140STEP5 POKE36875,0:NEXT0
1620 FORA=140T0130STEP-5:POKE36875,0:NEXT0,A:POKE36875,0:POKE36875,15
1630 FORT=1T0500:NEXTT RETURN
1640 REM **CHICKEN**
1650 FORA=1T03
1660 POKE36875,240 FORT=1T0100:NEXTT
1670 POKE36875,0 FORT=1T050:NEXTT
1680 POKE36875,200 FORT=1T0100:NEXTT
1690 POKE36875,0 FORT=1T0200:NEXTT,A RETURN
1700 REM**HEAD TUNE**
1710 READP IFP=-1THENRETURN
1720 READP1,T:FORA=1T0T
1730 POKE36875,P POKE36875,15-(8/T)*N POKE36875,P1
1740 NEXT0:POKE36875,0
1750 FORT=1T020:NEXTT:GOTO1710
1760 REM >> TUNE DATA <<
1770 DATA173,174,15,181,182,15,203,203,10
1780 DATA216,216,6,200,200,20,192,195,15
1790 DATA181,182,17,173,173,20,-1
1800 REM**GOLD**
1810 FORA=1T020 POKE36875,INT(RND(1)*10+235):FORT=1T050:NEXTT
1820 POKE36875,0 FORT=1T020:NEXTT,A RETURN
1830 REM**MEET THE MUMPUS**
1840 FORA=1T020:POKE36875,INT(RND(1)*30+150):FORT=1T015:NEXTT
1850 POKE36877,6 FORT=1T0:INT(RND(1)*20)+12:NEXTT,A
1860 FORA=1T05
1870 FORA=1T010
1880 POKE36877,0*4+190:POKE36877,120:NEXT0:POKE36877,0
1890 FORT=1T0100+INT(RND(1)*300):NEXTT,A
1900 POKE36875,234:FORT=1T0200:NEXTT POKE36875,0
1910 FORT=1T0100:NEXTT,POKE36875,227 FORT=1T0200:NEXTT POKE36875,0
1920 FORT=1T0100:NEXTT,POKE36875,224 FORT=1T0500:NEXTT POKE36875,0:RETURN
1930 REM**SUPER BAT **
1940 FORA=1T05 FORA=18T01 POKE36875,15-0 POKE36875,160-A POKE36877,220-A FORT=1
D100
1950 NEXTT,0 POKE36875,0:POKE36877,0
1960 FORT=1T0300:NEXTT,A RETURN
1970 REM**CLAMATION**
1980 FORA=150T0210 POKE36875,A:NEXTA:POKE36875,0 RETURN
1990 REM**SUPER BAT 2**
2000 FORA=230T0150STEP-1:POKE36875,A FORT=1T05:NEXTT,A:POKE36875,0 RETURN
2010 REM=====
2020 REM=TITLE SEQUENCE=
2030 REM=====

```



**CONTINUED**

42

Rev up your Atari for an attack on the world speed record on a dangerous race track! The track is strewn with rocks and you must race along dodging them as you go. Your aim is to get as far as you can without crashing — it's as simple as that!

After the first 100 miles more rocks appear on the track to make driving even more dangerous. But don't drive your car off the track — that means certain death too!

Remember to plug your joystick into port 1 on your Atari, and after each game make sure you press the System Reset key and type RUN — otherwise the program will not work properly.

Program notes:

Lines 1-190 draw the car (player/missile) and colour it. 200-306 redefine the character set. 309-380 draw landscape and road, put rocks on road in random positions and scrolls road. 390-500 check joystick and move car and also check to see if a car has hit a rock. Add mileage and increase difficulty. 505-550 change colour for crash and sound for crash. Gives final mileage 360 scrolls down screen.

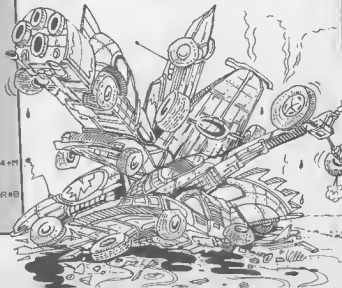
Variables:

A\$-road and rocks. a- end of road. E-rock. d-bushes. c-house.

The game can be made easier by deleting the E's in A\$ (lines 330-341) or making the value of G bigger in line 309.

```
1 DIM A$(9):PMB=54279
2 RAM=106
3 SDM=557
4 GRA=53277
5 HPO=53248
6 PCO=764
7 SC=0:PO=0
8 SC=0:PO=0
9 GRAPHICS 17:POKE 87,0:POKE 82,0:X=120
10 X=100
11 Y=90
12 A=PEEK(RAM)-8
13 POKE PMB,A
14 MYPMB=256+A
15 POKE SDM,A
16 POKE GRA,A
17 POKE HPO,100
18 FOR I=MYPMB+512 TO MYPMB+640
19 POKE I,0
20 NEXT I
21 FOR I=MYPMB+512+Y TO MYPMB+519+Y
22 READ A
23 POKE I,A
24 NEXT I
25 DATA 219,219,60,60,60,60,219,219
26 POKE PCO,90
27 POKE 106,PEEK(106)-8
28 P=PEEK(106):N=P+256
29 FOR M=0 TO 300:POKE N+M,PEEK(57344+M)
30 NEXT M
31 FOR CHAR=33 TO 38
32 FOR M=0 TO 7:READ D:POKE N+M+(CHAR*8)
33 D: NEXT M
34 NEXT CHAR
35 POKE 756,P
```

```
280 SOUND 0,55,4,10
300 DATA 224,224,224,224,224,224,224,224,
192,192,192,192,192,192,192,192,56,124,
254,100,100,124,124,124
305 DATA 0,0,0,0,66,165,24,24,48,124,124
160,60,254,254,12
306 DATA 128,0,0,0,0,0,0,0
309 G=INT(RND(0)*10)
310 A$="a a"
320 A$="a a"
330 IF G=1 THEN A$="a E a"
340 IF G=2 THEN A$="a E a"
341 IF G=3 THEN A$="aE Ea"
351 IF PO>100 THEN GOSUB 601
360 POSITION 5,0:?" #6;A$;"? CHR$(157);
370 POSITION RND(0)*19,0:?" #6;"d"
380 IF PEEK(53770)>200 THEN POSITION RND
(0)*19,0:?" #6;"C";
390 ST=STICK(0):IF ST=7 AND X<125 THEN X
=X+4
400 IF ST=11 AND X>92 THEN X=X-4
410 POKE 53248,X
430 IF PEEK(53252)=1 THEN GOSUB 505
440 SC=SC+0.5
445 PO=PO+1
500 IF SC>=50 THEN G=INT(RND(0)*6):GOTO
310
501 GOTO 309
505 FOR I=1 TO 250
506 SETCOLOR 4,1,8:SOUND 0,20,8,15
511 NEXT I
512 SOUND 0,0,0,0
515 GRAPHICS 1
518 POKE 53277,0
520 ? #6;"You cRashed yOuR cAr"
521 POSITION 5,31:?" #6;"MiLeS=";SC
525 POSITION 2,51:?" #6;"HiT sYsTeM rEsET"
530 POSITION 3,6:?" #6;"ANd RuN to pLay"
550 RESTORE :GOTO 550
601 SOUND 0,50,6,10:PO=0:RETURN
```



GAME: SHUTTLE

AUTHOR: JONATHON TAYLOR

RUNS ON: A BBC B WITH JOYSTICK

You are the pilot of a space shuttle carrying vital supplies to an exploration team on a barren planet. The object of the game is to fly the shuttle to the mothership and back in the minimum possible time. To dock with the mothership, the shuttle must be flown carefully to the top of the docking bay. The mothership's automatic systems then take over and the cargo is loaded. On the return journey, the shuttle is heavily laden and more difficult to control. The skill level determines the strength of gravity and the size of the docking bay. Landing and docking must be carried out carefully. Your shuttle must not touch any other part of the mothership apart from the docking bay. To do so means loss of life and no claims bonus!

Variables

A,X,Y	General purpose
A%	Input routine & screen set-up
C%	Crash flag
S%	Skill level
TH%	Engine thrust
VX%	Horizontal velocity of shuttle
VY%	Vertical velocity of shuttle
W%	Width of docking bay
X%	Horizontal position of shuttle
Y%	Vertical position of shuttle
AS	Shuttle
BS	Crashed shuttle

```
80MODE7
70PROCinst
80MODE1
90PROCinit
100PROTakeoff
110PROCfly
120IFC%=0 THEN PROCload ELSE P
ROCOpt GOT080
130PROCland
140IFC%=1 THEN PROCopt GOT080
150VDU4.PRINTTAB(13,10)"TIME "
.TIME/100," SEC"-FORX=0T02000 NE
XT
160PROCopt GOT080
170DEFPROCinit
180VDU23,224,60,90,153,255,126
,36,66,129,23,225,32,34,21,60,12
7,90,234,60,23,226,28,28,28,28,1
27,62,28,8
190FORA%=1T0200.PLOT69,RND(128
0),RND(800)+100 NEXT FORA%=1T020
PLOT69,RND(800),RND(90)+900 NEX
T
200GCOLOR,2:MOVE300,750:FORX=0T
0200PI+.25STEP,2:MOVE300,750 PLOT6
```

```
5,300+100+COS(X),750+100*SIN(X)
NEXT
210MOVE650,310:FORX=0T02*PI+.2
STEP,2:MOVE650,300 PLOT85,650+5
0+COS(X),300+50*SIN(X).NEXT
220GCOLOR,1:MOVE100,40:MOVE800
,40.PLOT85,300,400 MOVE400,40.MO
VE1000,40.PLOT35,700,250 MOVE700
,40:MOVE1500,40 PLOT85,950,200:G
COLOR,3
230MOVE450,1024 DRAW500,990:DR
AW736,990.MOVE740,1024.DRAW740,9
80.DRAW850,950 DRAW850,900 DRAW9
00,900 DRAW900,994 DRAW930+42,99
4 DRAW930+42,900 DRAW1200,900 MO
VE770,970.DRAW750,950 MOVE820,96
0 DRAW770,910
240FORX=1030 TO 1200 STEP 50 M
OVEX,950.DRAWX+20,950 DRAWX+20,9
60 DRAWX,950 DRAWX,950 NEXT FORX
=550 TO 700 STEP 50 MOVEX,1000 D
RAWX+20,1000.DRAWX+20,1010.DRAWX
,1010.DRAWX,1000 NEXT
250MOVE500,40 DRAW500,60.DRAW5
```

```

50,68.DRAW650,40.MOVE0,40 DRAW12
80,40
200FORX=0T0400STEP100.MOVEX,40
DRAWX+RND(50),65 DRAWX+100,40 N
EXT:FORX=650T01200STEP100 MOVEX,
40 DRAWX+RND(50),65 DRAWX+100,40
.NEXT VDU5 MOVE900+W%/2,1030 VDU
226
270XX=560*Y%=100.VX%=0.VY%=0 G
%=7+S%/2 TH%=25*CX=0 A%=CHR$224
W%=CHR$225
280GCOL4.1
290ENDPROC
300DEFPROCinst
310CLS:PRINT PRINT
320FORA=1T02.PRINTTAB(9)CHR$13
2CHR$157CHR$135CHR$141"SHUTTLE
"CHR$156:NEXT
330PRINT PRINTCHR$130" The peo
ple of your planet are"
340PPINTCHR$130"starving to de
ath."
350PRINT PRINT" A galactic fre
ighter has arrived"
360PRINT" with food but it can
not land and"
370PRINT" will have to leave a
gain very shortly"
380PRINT" you must fly to the
freighter as fast"
390PRINT" as possible to colle
ct the food."
400PRINT:PRINT" Fly your shutt
le into the docking"
410PRINT" bay of the freighter
using the"
420PRINT" joystick. On the ret
urn journey"
430PRINT" you will be heavily
laden, so"

```

Procedures	Instructions
PROCinst	Initialises variables & sets up screen
PROCint	Waits until engines are fired & resets timer
PROClakeoff	Checks position of shuttle on flight to freighter
PROClfly	Closes/opens docking bay door & loads cargo
PROClload	Waits until joystick button is pressed
PROClapt	Checks position of shuttle on flight from freighter
PROClcrash	Gets data from analogue port
PROClcrash	Updates shuttle position on screen
PROClall	Shuttle crash
PROClall	Shuttle fail
PROClall	Engine sound
PROClall	Docking
PROClall	Docking proximity warning

```

440PRINT" be carefull. Use the
joystick"
450PRINT" button to fire your
engines."
460FCOPY=1T015:FORX=8 TO 19:PRI
NTTAB(0,X)CHR$(RND(7)+128); NEXT
NEXT
470FORX=8 TO 19 PRINTTAB(0,X)C
HR$(135);:NEXT
480PRINT
490INPUTTAB(2,22)" LEVEL OF SI
ILL (1-9) ",S% IF S%<1 OR S%>9 T
HEN VDU7:PRINTTAB(25,22)"
":GOTO490
500W%=(10-S%)*6+16
510ENDPROC
520DEFPROCtakeoff
530Y%=100.VX%=0.VY%=0:MOVEX%,Y
% PRINTA$
540REPEAT UNTIL ADVAL(0, TIME=
550PROCsound1 FORX=0T0300 NEXT
PROCsound2
560ENDPROC
570DEFPROCsound1
580SOUND16,-9,4,5
590ENDPROC
600DEFPROCsound2
610SOUND1,-12,100,2:SOUND1,-12
,210,1
620ENDPROC
630DEFPROCsound3
640SOUND18,-8,220,1:SOUND19,-8
,250,1
650ENDPROC
660DEFPROCdraw(VX%,VY%)
670MOVE XX,Y% X%=XI+VX%:Y%=Y%+
VY%:PRINTA$ MOVE X%,Y%:PRINTA$

```

```

650IF X%>1200 THEN W%=-32 ELSE IF X%
<=-32 THEN X%=1200
690ENDPROC
700DEFPROC fly
710REPEAT
720PROCinput
730PROCdraw(VX%DIV50,VY%DIV50)
740IF X%<100 AND VY%>-150 AND X
%>500 AND X%<610 THEN PROCsound2
.MOVE X%,Y% PRINT W%.PROCtakeoff
ELSE IF Y%<100 PROCcrash(A%)
750 UNTIL Y%>900 OR C%#1
760IF C%#1 THEN ENDPROC
770IF X%>700 THEN 710 ELSE IF X
%>900 AND X%>900+W% THEN PROCsou
nd3 ELSE PROCcrash(A%) PROCfall:
PROCcrash(W%).ENDPROC
780IF Y%>990 THEN 710
790IF VY%>150 THEN PROCcrash(A
%), PROCfall, PROCcrash(W%). ELSE P
ROCsound2 VY%=0
800ENDPROC
810DEFPROCcrash(A%)
820MOVE X%,Y% PRINT W%.FORX=-15T
OO STEP .5: SOUND0,X,6.1 NEXT
830MOVE X%,Y% PRINT W%.C%#1

```

```

840ENDPROC
850DEFPROCfall
860VY%=0 REPEAT VY%=VY%-G% MOV
EX%,Y% Y%:=Y%+VY%/50 PRINT W%.MOVE
X%,Y% PRINT W%.FORX=0TO5 NEXT:UNT
IL Y%<100
870ENDPROC
880DEFPROCload
890SOUND1,-7,0.31:SOUND2,-7,1,
31
900FORX=904TO926+W%STEP4 MOVE X
.920 DRAWX,930:FORY=0TO100:NEXT
NEXT
910MOVE904,970 DRAWX%-4,970:SO
UND1,-7,170,1
920MOVE400,512 PRINT"CARGO LOA
DING" FORX=0TO30:SOUND1,-5,100,1
SOUND1,-5,110,1 NEXT.MOVE400,51
2 PRINT"CARGO LOADING"
930MOVE904,970.DRAWX%-4,970:SO
UND1,-7,170,1 G%=16+S%*,7
940SOUND1,-7,0.31 SOUND2,-7,1,
31
950FORX=926+W%.TO944STEP4 MOVE
X.920.DRAWX,930:FORY=0TO100:NEXT
NEXT
960PROCsound2
970ENDPROC
980DEFPROCland
990VX%=0.VY%=0 Y%=990
1000REPEAT
1010PROCinput
1020PROCdraw(VX%DIV50,VY%DIV50)
1030IF Y%>900 AND X%>750 AND (X%
<900 OR V%>900+W% OR Y%>990) THE
N PROCcrash(A%), PROCfall MOVE X%,
Y% PRINT W%
1040UNTIL Y%>100
1050IF VY%<-150 OR X%>500 OR X%
>610 THEN PPROCcrash(A%) ENDPROC
1060PROCsound2:MOVE X%,Y%:PRINT
W% Y%>100 VY%=0 VY%=0 MOVE X%,Y%.P
RINT W%
1070ENDPROC
1080DEFPROC(Copt
1090VDU4 PRINT TAB(5,15)"PRESS
THRUST' FOR ANOTHER GAME" REPEAT
UNTIL ADVAL(0)
1100ENDPROC
1110DEFPROCinput
1120A%=(32768-ADVAL(1)/DIV4096.
VX%+VX%+A%. SOUND16,-1+A%B(A%),4,
2
1130VY%:=VY%-G%. IF ADVAL(0) THEN
PROCsound1 VY%:=VY%+TH2.
1140ENDPROC

```

Can you keep up with the computer? This is an adaptation of the well known party game, Simon - you know, the one with all the flashing coloured lights. All you have to do is copy the computer sequence the computer throws at you. It starts with just one colour and then builds up combinations of colours until you make a mistake or take too long deciding which colour is next.

The game is controlled using keys, 1=red, 2=green, 3=yellow, 4=blue. Full instructions are included in the listing.

```
10MODE7 PROCINS
20DIMP$(8),S$(8):MODE2.FOR#1T
08:S$(#)=10.NEXT:VDU23;0202;0;0;0
30GCOLOR,7:A$=""S%=0:MOVE 700
,500 DRAW 1050,500:DRAW 700,850:
DRAW 350,500:DRAW 700,500:DRAW 700
0,850:DRAW 700,150:DRAW 1050,500:M
OVE350,500:DRAW 700,150
40 COLOUR10:PRINTTAB(7,1)""SI
MON"":COLOUR6:PRINTTAB(7,2)""SC
ORE=0":COLOUR2:PRINTTAB(7,3)""1":C
OLOUR3:PRINTTAB(14,4)""2":COLOUR1
PRINTTAB(7,2)""4":COLOUR4:PRINT
TAB(14,2)""3"
50 IF LEN#>0 THEN FOR B%=1TO
LEN#FORC%=1TO500:NEXT A=VALMID
$(A$,B%,1):PROCTRI NEXT
60A=RND(4):PROCTRI A$=A$+STR#
A:GOTO140
70 B=1 C=690.D=497.E=690:F=17
0:G=370.H=497:RETURN
80 B=2.C=690.D=505.E=690:F=83
5:G=360.H=505:RETURN
90 B=3.C=710.D=505.E=710.F=835
.G=1035.H=505:RETURN
100 B=4.C=710.D=498.E=710.F=170
.G=1035.H=498:RETURN
110 DEFPROCTRI SOUND 1,-10,60#
(12#),10:ON A GOSUB 80,90,100,7
0.GCOLOR,B MOVE C,D:MOVE E,F:PLOT
85,G,H
120 IF LEN#<40 THEN FOR A%=1 T
O (40-LEN#)*50.NEXT
```

```
130 GCOL0,0 MOVE C,D:MOVE E,F:
PLOT85,G,H:ENDPROC
140 FORC%=1TOLEN#S Z%=0
150#FX15,1
160B$=INKEY$(1)
170 IF Z%=275 THEN SOUND1,-12,
30,20:PROCT
180 IF VALB$(10RVALB$)>4THEN Z%
=Z%+1.GOTO160
190 IF B$=MID$(A$,D%,1) THEN A
=VALMID$(A$,D%,1):PROCTRI ELSE S
OUND 1,-12,40,20:PROCT
200 S%=S%+1.COLOUR6:PRINTTAB(7
,2)""SCORE="":S%.NEXT
210FORC%=1TO5000 NEXT GOTO50
220 DEFPROCT:FOR#1TO2000 NEXT
CLS IF S$(#) GOTO 290
230 COLOUR2:PRINTTAB(2,5)""Wel
l Done !"":PRINT"" COLOUR1 PRINT"
What Is Your Name ?"":COLOUR6:I
NPUT#
240 IF LEN(P$)<15 THEN GOTO260
250 PRINT""SORRY I Too Long ""
W$=GET$:CLS:GOTO230
260 R=9:REPEAT R=R-1
270 UNTIL R=1 OR S(R-1)>S%
280 FORJ=8 TO R+1 STEP -1 P$(J
)=P$(J-1).S$(J)=S$(J-1):NEXT.P$(R
)=P$(S(R))=S%
290 CLS.COLOUR10:PRINT"" BES
T SCORES":COLOUR3..FORJ=1TO8:PRI
NT""P$(J):TAB(17):S$(J):NEXT.PRIN
T""COLOUR1:FORJ=1TO1000.NEXT.PRI
NT""PRESS ANY KEY"
300#FX15,1
310 J$=GET$:CLS:GOTO30
320 DEFPROCINS
330 PRINT"" All You Have To Do
Is Copy The Computers Sequence Of
Colours Which Will Start With O
ne Colour And";
340 PRINT"" Build Up Until You M
ake A Mistake Or Take To Long
Deciding Which Colour Is Next
"
350 PRINT""To Do This Use The
Keys :""PRINT"(1)-RED":PRINT"
(2)-GREEN":PRINT"(3)-YELLOW":P
RINT"(4)-BLUE"":PRINTCHR#130,
PRESS ANY KEY TO START"":A$=GET
$.ENDPROC
```



7



47

**GAME: REACT**

**AUTHOR: CHARLES SHARP**

**RUNS ON: A TEXAS TI 99/4a IN 16K**

```

10 GOTO CLEAR
110 PRINT "ARE ACT?"
120 PRINT "11111"
130 PRINT "THE OBJECT IS TO REACH THE INNEF
REACTOR DOOR"
140 PRINT
150 PRINT "AVOIDING THE SECURITY ROBOT"
160 PRINT "IF HE CATCHES YOU THEN YOU ARE DEAD"
170 PRINT "WHEN HE RUNS EVERYTHING" ELSE SHUTS
DOWN FOR A WHILE
180 CALL SOUND(200,1109,0
190 FOR D=1 TO 2000
200 NEXT D
210 CALL CLEAR
220 PRINT "USE CURSOR KEYS TO REACH" REACTOR
BEFORE THE RUNS" OUT AND IT EXPLODES
230 PRINT
240 PRINT "SECURITY HAS GONE WILD" ALL THE
SYSTEMS ARE OUT OF SYNCHRONIZATION
N AND THE
250 PRINT "INNER DOORS CLOSE AND OPEN" AT RANDOM
260 PRINT "111"
270 PRINT "5000-LUCK"
280 CALL SOUND(200,1109,0
290 FOR D=1 TO 2000
300 NEXT D
310 CALL CLEAR
320 R=24
330 D=16
340 R=24
350 D=16
360 REM "BY C.A. SHARP" "B3"
370 REM "BET SCREEN"
380 CALL SCREEN(16)
390 CALL CHAR(10,"FFFFFFFFFFFFFFF")
400 CALL CHAR(17,"FFC3AD9999ASC3FF")
410 CALL CHAR(120,"FFFFFFFFFFFFFFF")
420 CALL CHAR(112,"0000001C241C1422")
430 CALL CHAR(104,"1C1C083E241C1422")
440 CALL CHAR(108,"0022009990022")
450 CALL VCHAR(1,1,40,32)
460 CALL VCHAR(2,1,40,32)
470 CALL VCHAR(3,1,40,24)
480 CALL VCHAR(1,32,40,24)
490 CALL VCHAR(3,5,40,28)
500 CALL VCHAR(12,5,40,28)
510 CALL VCHAR(3,7,40,20)
520 CALL VCHAR(5,5,40,24)
530 CALL VCHAR(12,5,40,24)
540 CALL VCHAR(5,5,40,16)
550 CALL VCHAR(5,28,40,16)
560 CALL VCHAR(10,15,40,7)
570 CALL VCHAR(14,15,40,7)
580 CALL VCHAR(11,15,40,2)
590 CALL VCHAR(12,15,40,4)
600 CALL VCHAR(11,20,40,3)
610 CALL VCHAR(11,21,40,3)
620 CALL VCHAR(13,21,40,5)
630 CALL VCHAR(5,15,40,5)
640 CALL VCHAR(24,16,32)
650 CALL VCHAR(3,16,32)
660 CALL VCHAR(12,5,32)
670 CALL VCHAR(12,28,32)
680 CALL VCHAR(17,15,21)
690 CALL VCHAR(17,21,32)
700 CALL VCHAR(12,20,32,2)
710 CALL VCHAR(18,7,40,5)
720 CALL VCHAR(19,7,40)
730 CALL VCHAR(18,11,40)
740 FOR A=22 TO 25
750 CALL VCHAR(18,A,40,7)
760 NEXT A
770 CALL COLOR(19,2,12)
780 CALL COLOR(11,5,1)
790 CALL COLOR(110,7,1)
800 CALL VCHAR(9,23,120,3)
810 CALL VCHAR(19,24,120,3)
820 REM "....SET TIME"
830 TIME=41
840 TIME=TIME-1
850 IF LEN(STR$(TIME))=1 THEN B=0 ELSE B70
860 CALL VCHAR(19,10,32)
870 FOR I=1 TO LEN(STR$(TIME))
880 CALL VCHAR(19,1+8*ASC(STR$(TIME),I,1))
890 NEXT I
900 REM "....MAIN LOOP"
910 REM "....MAIN LOOP"

```

The nuclear reactor is going critical — and only you can stop it! You must negotiate the maze-like corridors of the reactor building to reach the core and deactivate the runaway reactor. Sounds easy eh? But you've not taken into account the security robot which patrols the corridors. Ordinarily he'd let you





pass once you've given him the security password — but he has been affected by the increased radiation and will blast any intruder without asking any questions! Oh yes, and you have to race against the clock. Full instructions are included in the program. Can you stop a nuclear blast?

```

*1= RANDOMIZE
720 CALL HCHAR13,C,1121
730 GOSUB 1150
740 GOSUB 1090
750 GOSUB 1150
760 GOSUB 2090
770 CALL GCHAR12,21,E1
780 IF E=112 THEN 2330
790 GOSUB 1150
800 ME=INT(RND*101)+1
1010 IF ME=1 THEN 1120
1020 GOSUB 1150
1030 DO=INT(RND*101)+1
1040 ON DO GOSUB 1750,1800,1870,1940,
2010,1940,2010,1940,2010,1750
1050 GOSUB 1150
1060 CALL HCHAR13,CC,1041
1070 GOTO 920
1080 REM ...CORE COLOUR
1090 COL=INT(RND*151)+1
1100 CALL COLP112,COLL,11
1110 RETURN
1120 GOSUB 1430
1130 GOTO 920
1140 REM .....MAN MOVES
1150 CALL HCHAR13,C,32
1160 CALL KEY10,K,61
1170 IF K=61 THEN 1190 ELSE 1230
1180 GOTO 920
1190 CALL GCHAR13,C,5
1200 IF S=2 THEN 1210 ELSE 1220
1210 REM 1
1220 GOTO 1400
1230 IF Y=88 THEN 1240 ELSE 1270
1240 REM 1
1250 CALL GCHAR13,C,5
1260 IF S=2 THEN 1270 ELSE 1280
1270 REM 1
1280 GOTO 1400
1290 IF Y=81 THEN 1300 ELSE 175
1300 C=C+1
1310 CALL HCHAR13,C,5
1320 IF S=2 THEN 1330 ELSE 1740
1330 C=C+1
1340 GOTO 1400
1350 IF Y=88 THEN 1360 ELSE 1400
1360 C=C+1
1370 CALL GCHAR13,C,5
1380 IF S=2 THEN 1390 ELSE 1400
1390 C=C+1
1400 CALL HCHAR13,C,1121
1410 RETURN
1420 REM .....ROBOT MOVES
1430 FOR T=4 TO 29
1440 CALL HCHAR14,T,1041
1450 CALL GCHAR14,T,1,60
1460 IF S=112 THEN 2310
1470 CALL HCHAR14,T,321
1480 NEXT T
1490 GOSUB 2090
1500 FOR V=5 TO 21
1510 CALL VCHAR14,V,29,104
1520 CALL GCHAR14,V,1,60
1530 IF S=112 THEN 2310
1540 CALL VCHAR14,V,29,321
1550 NEXT V
1560 GOSUB 2090
1570 FOR W=3 TO 4 STEP -1
1580 CALL HCHAR121,CC,1041
1590 CALL GCHAR121,CC,1,60
1600 IF S=112 THEN 2310
1610 CALL HCHAR121,CC,321
1620 NEXT W

```

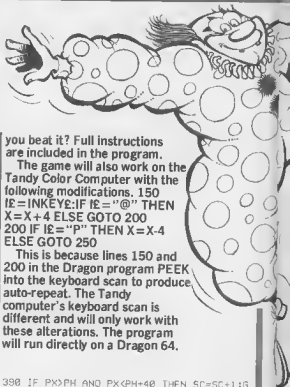
```

1630 GOSUB 2090
1640 FOR VC=20 TO 5 STEP -1
1650 CALL VCHAR14,VC,4,104
1660 CALL GCHAR14,VC,4,60
1670 IF S=112 THEN 2310
1680 CALL VCHAR14,VC,4,321
1690 NEXT VC
1700 GOSUB 2090
1710 RETURN
1720 REM .....DOOR CONTROL
1730 CALL HCHAR13,16,97
1740 CALL HCHAR12,5,321
1750 CALL HCHAR11,5,321
1760 CALL HCHAR17,15,321
1770 CALL HCHAR17,21,321
1780 CALL SOUND1100,110,101
1790 RETURN
1800 CALL HCHAR12,5,971
1810 CALL HCHAR12,28,321
1820 CALL HCHAR17,15,321
1830 CALL HCHAR17,21,321
1840 CALL HCHAR13,16,321
1850 CALL SOUND1100,110,101
1860 RETURN
1870 CALL HCHAR12,28,971
1880 CALL HCHAR17,15,321
1890 CALL HCHAR17,21,321
1900 CALL HCHAR13,16,321
1910 CALL HCHAR12,5,321
1920 CALL SOUND1100,110,101
1930 RETURN
1940 CALL HCHAR17,15,971
1950 CALL HCHAR17,21,321
1960 CALL HCHAR13,16,321
1970 CALL HCHAR12,5,321
1980 CALL HCHAR12,28,321
1990 CALL SOUND1100,110,101
2000 RETURN
2010 CALL HCHAR17,21,971
2020 CALL HCHAR12,16,321
2030 CALL HCHAR12,5,321
2040 CALL HCHAR12,28,321
2050 CALL HCHAR17,15,321
2060 CALL SOUND1100,110,101
2070 RETURN
2080 REM .....TIME COUNT
2090 TIME=TIME+1
2100 IF LEN(STR$(TIME))-1 THEN
2110 ELSE 2120
2120 CALL HCHAR119,10,721
2130 CALL HCHAR119,148,ABS(568-
1578*TIME),1,111
2140 IF TIME=0 THEN 2180
2150 NEXT I
2160 CALL SOUND1100,1740,01
2170 RETURN
2180 REM .....DESTRUCTION
2190 CALL COLP112,14,11
2200 FOR S=30 TO 0 STEP -1
2210 CALL SOUND150,110,5
2220 NEXT S
2230 CALL SOUND1300,110,0
2240 CALL CLEAR
2250 CALL SCREEN114
2260 PRINT "NO MORE THE REACTOR
UP THEN"
2270 FOR D=1 TO 2000
2280 NEXT D
2290 END
2300 REM .....CAUGHT BY ROBOT
2310 CALL HCHAR13,C,1051
2320 CALL SOUND1300,-1,01
2330 CALL HCHAR13,C,32
2340 FOR D=1 TO 1000
2350 NEXT D
2360 CALL CLEAR
2370 PRINT "OH DEAR! RUN OVER BY
A ROBOT"
2380 STOP
2390 FOR V=30 TO 0 STEP -1
2400 CALL SOUND150,392,V,1
2410 NEXT V
2420 CALL CLEAR
2430 PRINT "FANTASTIC YOU DID IT
WITH"
2440 FOR D=1 TO 3000
2450 NEXT D
2460 END

```

Welcome to the Big Top! We've got a great competition for you — can you beat the bouncing balls — and the clock? The object of the game is to help Cuthbert the Clown throw balls through the moving hole. If you miss the hole it will begin to move down — making Cuthbert's task even more difficult. If you score a direct hit the hole will move up the screen giving you more of a chance.

But beware, the clock is counting down — and you must beat it if you want to get a high score! The record scores so far are 18 points in 90 seconds and is 28 points — can



you beat it? Full instructions are included in the program.

The game will also work on the Tandy Color Computer with the following modifications. 150 IE=INKEY\$:IF IE="@" THEN X=X+4 ELSE GOTO 200 200 IF IE="P" THEN X=X-4 ELSE GOTO 250

This is because lines 150 and 200 in the Dragon program PEEK into the keyboard scan to produce auto-repeat. The Tandy computer's keyboard scan is different and will only work with these alterations. The program will run directly on a Dragon 64.

```

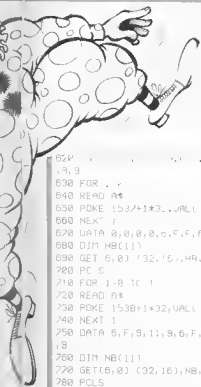
60 '
70 GOSUB 550 'DRAW GRAPHICS'
80 GOSUB 880 'DRAW SCREEN'
90 GOSUB 1050 'READ NUMBERS'
100 GOSUB 1210 'SET VARIABLES'
110 GOSUB 1340 'INSTRUCTIONS?'
120 REM MOVEMENT
130 SCREEN 1,1:PLAY TU$:TIMER=0
140 REM READ KEYS
150 IF PEEK(338)=251 THEN X=X+4 ELSE GOT
O 200
160 XX=XX+4
170 IF XX>252 THEN XX=251:X=XX-26
180 IF B=1 THEN PUT(X,Y)-(XX,YY),NB,PSET
:GOTO 200
190 PUT(X,Y)-(XX,YY),HB,PSET
200 IF PEEK(338)=239 THEN X=X-4 ELSE GOT
O 250
210 XX=XX-4
220 IF X<6 THEN X=7:XX=X+26
230 IF B=1 THEN PUT(X,Y)-(XX,YY),NB,PSET
:GOTO 250
240 PUT(X,Y)-(XX,YY),HB,PSET
250 IF B=1 THEN GOTO 270
260 IF INKEY$="^" THEN B=1:PX=X+5:UY=Y-6:
PUT(X,Y)-(XX,YY),NB,PSET:SOUND 50,1
270 IF B=1 THEN GOSUB 350
280 LINE(0,SP)-(PH,SP),PSET
290 LINE(PH,SP)-(PH+40,SP),PRESET
300 LINE(PH+40,SP)-(256,SP),PSET
310 PH=PH+NM
320 IF PH+40>247 OR PH<9 THEN NM=-NM:SOU
ND 100,1
330 IF TIMER=4500 THEN PLAY HT$:GOTO 17
30
340 GOTO 140
350 REM BALL
360 '
370 U=U-1
380 IF U>SP THEN GOTO 420

```

```

390 IF PX>PH AND PX<PH+40 THEN SC=SC+1:G
OSUB 450:UD=1 ELSE UD=0
400 LINE(PX,U)-(PX+5,U+12),PRESET,BF:B=0
:PUT(X,Y)-(XX,YY),HB,PSET
410 GOSUB 1060:RETURN
420 U=U-4
430 PUT(PX,U)-(PX+5,U+12),B,PSET
440 RETURN
450 REM DRAW SCORE
460 LINE(43,5)-(70,10),PRESET,BF
470 W$=STR$(SC)
480 FOR I=2 TO LEN(W$)
490 A=ASC(MID$(W$,I,1))
500 C=A-47
510 DRAW"BM43,5":DRAW"BM+" +STR$([1-I]*2)
+"",5+NM*(C)
520 NEXT I
530 RETURN
540 GOTO 540
550 REM GRAPHICS
560 PMODE=4,1:PCLS
570 '
580 FOR I=0 TO 15
590 READ A$
600 POKE 1538+I*32,VAL("&H"+A$)
610 NEXT I

```



```

62V . . . . . F,F,F,6,9
.9,9
630 FOR .
640 READ A$
650 POKE 153,1*32,VAL( &H *A$)
660 NEXT I
670 DATA 0,0,0,0,0,F,F,F
680 DIM HB(11)
690 GET 6,0) (32,15,HB,G
700 PC S
710 FOR I=0 TO 1
720 READ A$
730 POKE 153+1*32,VAL( &H *A$)
740 NEXT I
750 DATA 6,F,9,1,9,6,F,FF,F,F,F,0,9,9
.9
760 DIM NB(11)
770 GET(6,0) (32,16),NB,G
780 PCLS
790 FOR I=0 TO 7
800 READ A$
810 POKE 153+1*32,VAL( &H *A$)
820 NEXT I
830 DATA 0,0,0,0,6,F,F,6
840 DIM B(3)
850 GET(3,0) (8,12),B,G
860 PCLS
870 RETURN
880 REM SCREEN
890 PMODE 4,1:PCLS
900 LINE(0,20) (113,20),PSET
910 LINE 153,20) (256,20),PSET
920 FOR I=0 TO 256 STEP 4
930 INE(1,1) (1,192),PSET
940 NEXT I
950 INE(0,1) (256,1),PSET
960 DRAW BM5,5;R5L502R503L5
970 DRAW BM12,5;R5L505R5
980 DRAW BM19,5;R505L505
990 DRAW BM26,5;05UR502L5R2F
1000 DRAW BM33,5;R5L502R5L503R5
1010 PSET(40,6,5)
1020 PSET(40,9,5)
1030 PUT(126,158) (132,1/4),HB,PSET

```

```

*040 RETURN
1050 REM READ NUMBERS
1060 DIM NM$(10)
1070 FOR I=1 TO 10
1080 READ NM$(I)
1090 NEXT I
1100 DATA BU03BU0RR3BR0DU3BDBLL3
1110 DATA R5L3U5L2
1120 DATA R5L5U2R5U3L5
1130 DATA R5U2L5R5U3L5
1140 DATA BR4U5G4R5
1150 DATA R5U2 5U3R5
1160 DATA UR5L505R5U3L5
1170 DATA ESLS
1180 DATA R5U5L505U3R5
1190 DATA BR5U5L503R5
1200 RETURN
1210 REM VARIABLES
1220 SC=0
1230 PH=113
1240 X=126
1250 Y=158
1260 XX=152
1270 YY=174
1280 TU="03;T6;CDET3GT6P99GAGE;GAGEGACC
C"
1290 HT="03;T20;CDECCDECCDE;T100;CDECC
DECCDECCDEEDC"
1300 SP=20
1310 NM=10
1320 B=0
1330 RETURN
1340 REM INSTRUCTIONS
1350 CLS:PRINT . target.
:
1360 PRINT:PRINT
1370 INE INP T'DO YO REQ:RE INTRU
ONS> :Q$
1380 IF LEFT$(Q$,1)='N THEN GOTO 1390 E
LSE IF LEFT$(Q$,1)='Y THEN GOTO 1390 EL
SE GOTO 1340
1390 LS:PRINT . target.. ...
1400 PRINT THE OBJECT OF target IS '0' MO
VE'
1410 PRINT 'TO R'IT F MAN AT THE BOTTOM
OF'
1420 PRINT 'THE SCREEN AND THROW THE BALL
UP'
1430 PRINT 'THROUGH THE MOVING HOLE.
1440 PRINT 'IF YOU MISS THE HOLE WILL MO
VE'
1450 PRINT DOWN & IF YOU HIT THEN THE HU
LE'
1460 PRINT WILL MOVE UP.

```

```

1470 PRINT"WATCH OUT! YOU ONLY HAVE NINE
TY"
1480 PRINT"SECONDS IN WHICH TO PLAY."
1490 PRINT@449,"PRESS THE spacebar TO CO
NTINUE"
1500 IF INKEY$<>" " THEN GOTO 1500
1510 REM START SCREEN
1520 CLS
1530 PRINT" , ,target.....
"
1540 PRINT:LINE INPUT"TYPE IN YOUR NAME
& PRESS enter >' ;N$
1550 IF LEN(N$)<20 THEN GOTO 1600
1560 PRINT@321,"TWENTY LETTERS AT A MAXI
MUM!"
1570 PLAY H1$
1580 FOR I=1 TO 1000:NEXT I
1590 GOTO 1520
1600 CLS
1610 PRINT" , ,target..
"
1620 PRINT" KEYS USED:"
1630 PRINT:PRINT" ^:THROW P:LEFT @
"RIGHT"
1640 PRINT@252,"PRESS THE spacebar TO CO
NTINUE"
1650 IF INKEY$<>" " THEN GOTO 1650 ELSE
RETURN
1660 REM MOVE TARGET UP/DOWN
1670 IF UD=1 THEN MI=-10 ELSE MI=10
1680 LINE(0,SP)-(256,SP),PRESET
1690 SP=SP+MI
1700 IF SP<20 OR SP>150 THEN SP=SP-MI
1710 LINE(0,SP)-(256,SP),PRESET
1720 RETURN
1730 REM GAME OVER
1740 CLS
1750 PRINT" , ,target..
"
1760 PRINT" YOUR SCORE:";SC
1770 IF SC>HS THEN HS=SC:HN$="N$
1780 PRINT" HIGH SCORE:";HS
1790 PRINT" HELD BY:";HN$
1800 PRINT@252,"DO YOU WISH TO PLAY AGAI
N?"
1810 I$=INKEY$
1820 IF I$="N" THEN GOSUB 880:GOSUB 1210
:GOSUB 1510:GOTO 130
1830 IF I$="Y" THEN GOSUB 880:GOSUB 1210
:GOTO 130
1840 GOTO 1810

```